this book builds the foundation for a successful career as a lighting artist in visual effects and computer animation. Inside you'll find in-depth instruction on: • Creating mood and storytelling through lighting • Using light to create visual shaping • Directing the viewer's eye with light and color • Gathering and utilizing reference images • Successfully lighting and rendering workflows • Render layers and how they can be used most effectively • Specific lighting scenarios, including character lighting, environment lighting, and lighting an animated sequence • Material properties and their work with lighting • Compositing techniques essential for a lighter • A guide on how to start your career and achieve success as a lighting artist

This book is not designed to teach software packages—there are websites, instructional manuals, online demos, and traditional courses available to teach you how to operate specific computer programs. That type of training will teach you how to create an image; this book will teach you the technical skills you need to make that image beautiful. Key Features Stunning examples from a variety of films serve to inspire and inform your creative choices. Unique approach focuses on using lighting as a storytelling tool, rather than just telling you which buttons to press. Comprehensive companion website contains lighting exercises, assets, challenges, and further resources to help you expand your skillset.

**Color Theory for the Makeup Artist**
Katie Middleton 2018-06-12

Color Theory for the Makeup Artist: Understanding Color and Light for Beauty and Special Effects analyzes and explains traditional color theory for fine artists and applies it to the make-up artist. This book is suitable for both professionals and beginners who wish to train their eye further to understand and recognize distinctions in color. It explains why we see color, how to categorize and identify color, relationships between colors, and it relates these concepts to beauty and special effects make-up. The book teaches the reader how to mix flesh tones by using only primary colors, and explains how these colors in paints and make-up are sourced and created. It also discusses the reason for variations in skin colors and undertones, and how to identify and match these using make-up, while choosing flattering colors for the eyes, lips, and cheeks. Colors found inside the body are explained for special effects make-up, like why we bruise, bleed, or appear sick.

Ideas and techniques are also described for painting prosthetics, in addition to using color as inspiration in make-up designs. The book also discusses how lighting affects color on film, television, theater, and photography sets, and how to properly light a workspace for successful applications.

**Processing for Visual Artists**
Andrew Glassner 2011-09-27

Learn how to create gorgeous and expressive imagery with the Processing graphics language and environment. It’s easy with this practical, hands-on book. Processing is for artists, designers, visualization creators, hobbyists, or anyone else looking to create images, animation, and interactive pieces for art, education, science, or business. Process

**Light for Visual Artists**
Richard Yot 2019-07-15

Light is as important as colour in creating the right effect, whether on a palette or on a computer. Whether you're an animator, painter, photographer or illustrator, you need to know how to harness light in your work to create the right effect. Light for Visual Artists is the first and only book that explores the way light can be used to create realistic and fantastical effects in a wide range of media. Illustrator Richard Yot, known for his work in film as a lighting artist and stylised 3D illustrations, takes you through the fundamental properties of natural and artificial light, shadows, the interaction of light on different types of surfaces, reflections, as well as transparency, translucency and the effects of light on colour. Richard also explores how to observe the effects of light to create realistic images, and the creative use of light in composition and design for creating moods or setting a scene. This second edition has been updated with revised photos and artwork, as well as 15 practical exercises and new online video material. Packed with diagrams and illustrations, as well as computer game and film stills, Light for Visual Artists is an invaluable resource for animators, digital illustrators, painters, photographers and artists working in any medium.

**Shine**
Krista A. Thompson 2015-02-09

In Jamaican dancehalls competition for the video camera's light is stiff, so much so that dancers sometimes bleach their skin to enhance their visibility. In the Bahamas, tuxedoed students roll
into prom in tricked-out sedans, staging grand red-carpet entrances that are designed to ensure they are seen being photographed. Throughout the United States and Jamaica friends pose in front of hand-painted backgrounds of Tupac, flashy cars, or brand-name products popularized in hip-hop culture in countless makeshift roadside photography studios. And visual artists such as Kehinde Wiley remix the aesthetic of Western artists with hip-hop culture in their portraiture. In Shine, Krista Thompson examines these and other photographic practices in the Caribbean and United States, arguing that performing for the camera is more important than the final image itself. For the members of these African diasporic communities, seeking out the camera's light—whether from a cell phone, Polaroid, or video camera—provides a means with which to represent themselves in the public sphere. The resulting images, Thompson argues, become their own forms of memory, modernity, value, and social status that allow for cultural formation within and between African diasporic communities.

**Color and Light**-James Gurney 2010-11-30 From New York Times best-selling author of the Dinotopia series, James Gurney, comes a carefully crafted and researched study on color and light in paintings. This art instruction book will accompany the acclaimed Imaginative Realism: How to Paint What Doesn’t Exist. James Gurney, New York Times best-selling author and artist of the Dinotopia series, follows Imaginative Realism with his second art-instruction book, Color and Light: A Guide for the Realist Painter. A researched study on two of art's most fundamental themes, Color and Light bridges the gap between abstract theory and practical knowledge. Beginning with a survey of underappreciated masters who perfected the use of color and light, the book examines how light reveals form, the properties of color and pigments, and the wide variety of atmospheric effects. Gurney cuts though the confusing and contradictory dogma about color, testing it in the light of science and observation. A glossary, pigment index, and bibliography complete what will ultimately become an indispensable tool for any artist. This book is the second in a series based on his blog, gurneyjourney.com. His first in the series, Imaginative Realism, was widely acclaimed in the fantastical art world, and was ranked the #1 Bestseller on the Amazon list for art instruction. "James Gurney's new book, Color and Light, cleverly bridges the gap between artistic observation and scientific explanation. Not only does he eloquently describe all the effects of color and light an artist might encounter, but he thrills us with his striking paintings in the process." --Armand Cabrera, Artist

**Simplifying Perspective**-Robert Pastrana 2014-12-17 Master the art of linear perspective. If you’re an animator, illustrator, comic book artist, game artist or anything in between, you need to be able to create images that accurately and realistically show space, dimension and form. Simplifying Perspective is the one and only guide that thoughtfully and clearly breaks down the principles of perspective into something that’s easy to understand and use. With approachable lessons and clear visual step-by-step instruction, Robert Pastrana provides you with powerful techniques that help you turn a troubled drawing into a living, breathing, dimensional scene. With Simplifying Perspective, you’ll never have to wade through dense, complex technical manuals again – this comprehensive guide to perspective is tailored specifically for artists who need to learn the ins and outs of one, two, and three-point perspective, measuring, shadows, reflections, and more. Simplifying Perspective presents complex drawing concepts in an easy-to-follow, approachable manner so you can finally learn the essentials of perspective without the anticipated frustration. Provides clarity, depth, and a wealth of examples – this is your must-have guide to understanding and using linear perspective. Detailed visual instruction includes hundreds of color coded, step-by-step diagrams that allow you to easily follow the technical process of each construction. Comprehensive companion website includes additional resources on perspective with a range of work to help further your skills.

**Op Art and Visual Illusions**-Spyros Horemis 2008 Be dazzled by 293 all-original op-art designs employing circles, squares, curves, lines, and angles displayed in an incredible show of balance, asymmetry, and geometrical perfection! Use the black-and-white designs as they are or enlarge, reduce, crop, overlay, or repeat them. The uses for the visual illusions in this collection are endless . . . and remarkable!
| A Visual Guide to Classical Art Theory for Drawing and Painting Students | Thomas Hirschhorn

Eric Mantle presents the basics of classical theory in a clear & concise manner for all beginning drawing and painting students. His book features diagrams that illustrate every concept. Students will see the complexities of color theory and understand how to create the illusion of volume and depth on a 2-dimensional surface. As an art student, Professor Mantle recalls, "I was frequently frustrated by instructional books that gave lengthy verbal descriptions of visual concepts and then showed small and/or unclear diagrams of those concepts. As an art teacher, I found that my students would gain a clearer understanding of a visual concept if my verbal explanation was combined with a diagram of that concept. A Visual Guide to Classical Art Theory is great for both traditional and non-traditional media. Each page, theory and diagram represents different tool for the artist to use. Through their use, the artist will find an infinite number of solutions. Artists also may use the book to create a trompe-l’oeil effect in graffiti art or the illusion of volume and depth on the computer. A Visual Guide to Art Theory is presented in a unique, non-verbal format that clearly illustrates the effect of perspective on color, light and shade.

Light Science | Digital Lighting and Rendering

Thomas D. Rossing

Intended for students in the visual arts and for others with an interest in art, but with no prior knowledge of physics, this book presents the science behind what and how we see. The approach emphasises phenomena rather than mathematical theories and the joy of discovery rather than the drudgery of derivations. The text includes numerous problems, and suggestions for simple experiments, and also considers such questions as why the sky is blue, how mirrors and prisms affect the colour of light, how compact disks work, and what visual illusions can tell us about the nature of perception. It goes on to discuss such topics as the optics of the eye and camera, the different sources of light, photography and holography, colour in printing and painting, as well as computer imaging and processing.

Thomas Hirschhorn

Combining found images and texts, bound up in handcrafted constructions of cardboard, foil, and packing tape, the artworks reflect the intellectual scavenging and sensory overload that characterize our own attempts to grapple with the excess of information in daily life. Christina Braun, the first to compile and systematically analyze the extensive source material on this artist’s theoretical principles, sheds light on the complicated yet constitutive relations between Hirschhorn’s work and theory. Her study, now translated into English, makes a major contribution to the study of contemporary art.

Digital Lighting and Rendering

Jeremy Birn

Crafting a perfect rendering in 3D software means nailing all the details. And no matter what software you use, your success in creating realistic-looking illumination, shadows and textures depends on your professional lighting and rendering techniques. In this lavishly illustrated new edition, Pixar’s Jeremy Birn shows you how to: Master Hollywood lighting techniques to produce professional results in any 3D application Convincingly composite 3D models into real-world environments Apply advanced rendering techniques using subsurface scattering, global illumination, caustics, occlusion, and high dynamic range images Design realistic materials and paint detailed texture maps Mimic real-life camera properties such as f-stops, exposure times, depth-of-field, and natural color temperatures for photorealistic renderings Render in multiple passes for greater efficiency and creative control Understand production pipelines at visual effects and animation studios Develop your lighting reel to get a job in the industry.

How to See: Looking, Talking, and Thinking about Art

David Salle

“If John Berger’s Ways of Seeing is a classic of art criticism, looking at the ‘what’ of art, then David Salle’s How to See is the artist’s reply, a brilliant series of reflections on how artists think when they make their work. The ‘how’ of art has perhaps never been better explored.” —Salman
Rushdie How does art work? How does it move us, inform us, challenge us? Internationally renowned painter David Salle’s incisive essay collection illuminates these questions by exploring the work of influential twentieth-century artists. Engaging with a wide range of Salle’s friends and contemporaries—from painters to conceptual artists such as Jeff Koons, John Baldessari, Roy Lichtenstein, and Alex Katz, among others—How to See explores not only the multilayered personalities of the artists themselves but also the distinctive character of their oeuvres. Salle writes with humor and verve, replacing the jargon of art theory with precise and evocative descriptions that help the reader develop a personal and intuitive engagement with art. The result: a master class on how to see with an artist’s eye.

Understanding Audience Engagement in the Contemporary Arts-Stephanie E. Pitts
2020-09-23 Drawing on unique multi-arts, multi-city scholarly research, Understanding Audiences for the Contemporary Arts makes a timely and urgent contribution to debates about the place of arts and culture in contemporary society. The authors critically interrogate the challenges of access, diversity, privilege and responsibility in contemporary art. Asking who benefits from, pays for and consumes the arts, the book highlights fresh, forward-thinking audience and organisational attitudes that show the potential of live arts engagement to contribute to engaged citizenship. Complemented by comparative global analysis, the cutting-edge insights in this book are relevant for interdisciplinary researchers across audience studies and beyond. Enhanced by a new framework for the understanding audience engagement, the book is relevant to scholars, policymakers and reflective practitioners across the spectrum of arts and cultural industries management. Chapter 7 of this book is freely available as a downloadable Open Access PDF under a CC BY-NC-ND 4.0 license here.

Illuminated Paris-Hollis Clayson 2019-05-08
The City of Light. For many, these four words instantly conjure late nineteenth-century Paris and the garish colors of Toulouse-Lautrec’s iconic posters. More recently, the Eiffel Tower’s nightly show of sparkling electric lights has come to exemplify our fantasies of Parisian nightlife. Though we reflect longingly on such scenes, in Illuminated Paris, Hollis Clayson shows that there’s more to these clichés than meets the eye. In this richly illustrated book, she traces the dramatic evolution of lighting in Paris and how artists responded to the shifting visual and cultural scenes that resulted from these technologies. While older gas lighting produced a haze of orange, new electric lighting was hardly an improvement: the glare of experimental arc lights—themselves dangerous—left figures looking pale and ghoulish. As Clayson shows, artists' representations of these new colors and shapes reveal turn-of-the-century concerns about modernization as electric lighting came to represent the harsh glare of rapidly accelerating social change. At the same time, in part thanks to American artists visiting the city, these works of art also produced our enduring romantic view of Parisian glamour and its Belle Époque.

Allie Victoria Tennant and the Visual Arts in Dallas-Light Townsend Cummins 2015-09-24
Winner, 2016 Liz Carpenter Award for the Research in the History of Women, presented at the Texas State Historical Association Annual Meeting At Fair Park in Dallas, a sculpture of a Native American figure, bronze with gilded gold leaf, strains a bow before sending an arrow into flight. Tejas Warrior has welcomed thousands of visitors since the Texas Centennial Exposition opened in the 1930s. The iconic piece is instantly recognizable, yet few people know about its creator: Allie Victoria Tennant, one of a notable group of Texas artists who actively advanced regionalist art in the decades before World War II. Light Townsend Cummins follows Tennant’s public career from the 1920s to the 1960s, both as an artist and as a culture-bearer, as she advanced cultural endeavors, including the arts. A true pathfinder, she helped to create and nurture art institutions that still exist today, most especially the Dallas Museum of Art, on whose board of trustees she sat for almost thirty years. Tennant also worked on behalf of other civic institutions, including the public schools, art academies, and the State Fair of Texas, where she helped create the Women’s Building. Allie Victoria Tennant and the Visual Arts in Dallas sheds new light on an often overlooked artist.

The Sensing Body in the Visual Arts-Rosalyn Driscoll 2020-09-17
This book provides original grounds for integrating the bodily, somatic senses into our understanding of how we make
and engage with visual art. Rosalyn Driscoll, a visual artist who spent years making tactile, haptic sculpture, shows how touch can deepen what we know through seeing, and even serve as a genuine alternative to sight. Driscoll explores the basic elements of the somatic senses, investigating the differences between touch and sight, the reciprocal nature of touch, and the centrality of motion and emotion. Awareness of the somatic senses offers rich aesthetic and perceptual possibilities for art making and appreciation, which will be of use for students of fine art, museum studies, art history and sensory studies.

**Art & Physics**-Leonard Shlain 2007-02-27 Art interprets the visible world. Physics charts its unseen workings. The two realms seem completely opposed. But consider that both strive to reveal truths for which there are no words—with physicists using the language of mathematics and artists using visual images. In Art & Physics, Leonard Shlain tracks their breakthroughs side by side throughout history to reveal an astonishing correlation of visions. From the classical Greek sculptors to Andy Warhol and Jasper Johns, and from Aristotle to Einstein, artists have foreshadowed the discoveries of scientists, such as when Monet and Cezanne intuited the coming upheaval in physics that Einstein would initiate. In this lively and colorful narrative, Leonard Shlain explores how artistic breakthroughs could have prefigured the visionary insights of physicists on so many occasions throughout history. Provocative and original, Art & Physics is a seamless integration of the romance of art and the drama of science—and an exhilarating history of ideas.

**The Visual World of Shadows**-Roberto Casati 2019-05-28 How the perception of shadows, studied by vision scientists and visual artists, reveals the inner workings of the visual system. In The Visual World of Shadows, Roberto Casati and Patrick Cavanagh examine how the perception of shadows, as studied by vision scientists and visual artists, reveals the inner workings of the visual system. Shadows are at once a massive problem for vision—which must distinguish them from objects or material features of objects—and a resource, signaling the presence, location, shape, and size of objects. Casati and Cavanagh draw up an inventory of information retrievable from shadows, showing their amazing variety. They present an overview of the visual system, distinguishing between measurement and inference. They discuss the shadow mission, the work done by the visual brain to parse, and perhaps discard, the information from shadows; shadow ownership, the association of a shadow with the object that casts it; shadow labeling, the visual system's ability to tell shadows from nonshadows; and the shadow concept, our knowledge about shadows as a category. Casati and Cavanagh then apply the theoretical apparatus they have developed for shadows to other phenomena: illumination, reflection, and transparency. Finally, they examine the art of the shadow, paying tribute to artists' exploration of shadow, analyzing a series of artworks (reproduced in color) from a rich and fascinating art historical corpus.

**Art Fundamentals**-Gilles Beloeil 2013 A back-to-basics look at the fundamental concepts, conventions and theory that should be considered when creating art.

**Talking Art**-Gary Alan Fine 2018-08-31 In Talking Art, acclaimed ethnographer Gary Alan Fine gives us an eye-opening look at the contemporary university-based master's-level art program. Through an in-depth analysis of the practice of the critique and other aspects of the curriculum, Fine reveals how MFA programs have shifted the goal of creating art away from beauty and toward theory. Contemporary visual art, Fine argues, is no longer a calling or a passion—it’s a discipline, with an academic culture that requires its practitioners to be verbally skilled in the presentation of their intentions. Talking Art offers a remarkable and disconcerting view into the crucial role that universities play in creating that culture.

**Yoga for Artists**-Peter Ferko 2016-11-24 Yoga for Artists is an invitation to people in creative fields to try yoga as a way to enhance creativity, wellness, perspective, and joy, while at the same time reducing stress, blocks, frights, and injury. It’s a lighthearted look at the philosophy and practice of yoga, from an artist's point of view. Peter Ferko is an author who draws on lifelong pursuits in yoga, art, and music in his fiction and nonfiction. He is a yoga master who teaches classes and teacher training at ISHTA Yoga, in Manhattan, and was co-director of The
Lust for Light-Hannah Stouffer 2018-01-30
Whether it glows lustrously from neon, emanates purely from LEDs or radiates with intensity from lasers, this elemental medium, light, fascinates artists and viewers alike. Lust for Light selects works by artists who have used light as a primary or catalyzing agent in the featured pieces. Taking a dynamic approach in its curation, the book features the use of illumination in more traditional gallery forms as well as in three dimensional and large-scale installation pieces. Many of the featured artists are skilled fabricators who have been honing their light-inspired works for years, while others have made stunning pieces through collaborations and daring forays, cross-pollinating their artistic visions with new technologies in the process. Featured artists include Yayoi Kusama, Ivan Navarro, Jennifer Steinkamp, Laddie John Dill, Joanie Lemercier, Massimo Uberti, Barry Underwood, Miguel Chevalier, James Clar, Liz West and more.

The Complete Guide to Photorealism for Visual Effects, Visualization and Games-Eran Dinur 2021-11-15
This book offers a comprehensive and detailed guide to accomplishing and perfecting a photorealistic look in digital content across visual effects, architectural and product visualization, and games. Emmy award-winning VFX supervisor Eran Dinur offers readers a deeper understanding of the complex interplay of light, surfaces, atmospherics, and optical effects, and then discusses techniques to achieve this complexity in the digital realm, covering both 3D and 2D methodologies. In addition, the book features artwork, case studies, and interviews with leading artists in the fields of VFX, visualization, and games. Exploring color, integration, light and surface behaviour, atmospherics, shading, texturing, physically-based rendering, procedural modelling, compositing, matte painting, lens/camera effects, and much more, Dinur offers a compelling, elegant guide to achieving photorealism in digital media and creating imagery that is seamless from real footage. Its broad perspective makes this detailed guide suitable for VFX, visualization and game artists and students, as well as directors, architects, designers, and anyone who strives to achieve convincing, believable visuals in digital media.

Gateways to Art-Debra J. Dewitte 2015-01-15
The world’s leading visual arts textbook supports the new AP® Art History course redesign in every possible way.

Figure Drawing-Michael Hampton 2010

The Encyclopaedia Britannica-Hugh Chisholm 1911

Going There-Richard J. Powell 2020-10-02
A kaleidoscopic survey of black satire in 20th- and 21st-century American art In this groundbreaking study, Richard J. Powell investigates the visual forms of satire produced by black artists in 20th- and 21st-century America. Underscoring the historical use of visual satire as antiracist dissent and introspective critique, Powell argues that it has a distinctly African American lineage. Taking on some of the most controversial works of the past century—in all their complexity, humor, and provocation—Powell raises important questions about the social power of art. Expansive in both historical reach and breadth of media presented, Going There interweaves discussions of such works as the midcentury cartoons of Ollie Harrington, the installations of Kara Walker, the paintings of Robert Colescott, and the movies of Spike Lee. Other artists featured in the book include David Hammons, Arthur Jafa, Beverly McIver, Howardena Pindell, Betye Saar, and Carrie Mae Weems. Thoroughly researched and rich in context, Going There is essential reading in the history of satire, racial politics, and contemporary art.

The Lonely City-Olivia Laing 2016-03-01
“You can be lonely anywhere, but there is a particular flavor to the loneliness that comes from living in a city, surrounded by thousands of strangers. The Lonely City is a roving cultural history of urban loneliness, centered on the ultimate city: Manhattan, that teeming island of gneiss, concrete, and glass. What does it mean to be lonely? How do we live, if we’re not intimately involved with another human being? How do we connect with other people, particularly if our sexuality or physical body is considered deviant
or damaged? Does technology draw us closer together or trap us behind screens? Olivia Laing explores these questions by travelling deep into the work and lives of some of the century's most original artists, among them Andy Warhol, David Wojnarowicz, Edward Hopper, Henry Darger and Klaus Nomi. Part memoir, part biography, part dazzling work of cultural criticism, The Lonely City is not just a map, but a celebration of the state of loneliness. It's a voyage out to a strange and sometimes lovely island, adrift from the larger continent of human experience, but visited by many - millions, say - of souls”--

Light, Shade and Shadow-E. L. Koller 2012-06-14 Without shading, even a beautiful drawing can appear flat. But artists can learn to add dimension to their work with these techniques, illustrations, and exercises that show how to achieve effects with light and shadow.

The Visual Artist and the Law-Associated Councils of the Arts 1974

Imaginative Realism-James Gurney 2009-10-20 Shares tips and techniques on creating a realistic picture of aliens and creatures, places, and machines.

Poe and the Visual Arts-Barbara Cantalupo 2014-06-05 Although Edgar Allan Poe is most often identified with stories of horror and fear, there is an unrecognized and even forgotten side to the writer. He was a self-declared lover of beauty who “from childhood’s hour . . . [had] not seen / As others saw.” Poe and the Visual Arts is the first comprehensive study of how Poe’s work relates to the visual culture of his time. It reveals his “deep worship of all beauty,” which resounded in his earliest writing and never entirely faded, despite the demands of his commercial writing career. Barbara Cantalupo examines the ways in which Poe integrated visual art into sketches, tales, and literary criticism, paying close attention to the sculptures and paintings he saw in books, magazines, and museums while living in Philadelphia and New York from 1838 until his death in 1849. She argues that Poe’s sensitivity to visual media gave his writing a distinctive “graphicality” and shows how, despite his association with the macabre, his enduring love of beauty and knowledge of the visual arts richly informed his corpus.

ARTistic Pursuits Early Elementary K-3 Book One-Brenda Ellis 2013-01-28 This book is sure to delight young children with over 185 colorful illustrations and great Master paintings. Lessons capture each child’s interests and imagination while introducing the fundamental principles of the visual arts. Parents read a simple ten-minute lesson with their child that includes art appreciation. The topic is pointed out in a full - color work of art by well-known Masters like Rivera, Chagall, De Hooch, Van Gogh and more. This time is followed with a project that allows children to immediately apply their new knowledge of the subject, while creating works of art from their own experiences and observations, making each piece produced personal and unique. The first section covers the activities artists engage in when making art (composing, imagining, looking, etc.,) how to use the materials of an artist (watercolor crayons, pastels, pencil), and the various types of subjects artists work from (landscapes, people, still-life, etc.) Activities broaden children’s awareness of the world they live in. The second section of the book covers the elements that artists use in two-dimensional and three-dimensional work such as shape, form, line, and color. The third section is a comprehensive study of ancient art as children are introduced to different kinds of art that we see such as art in caves, pyramids, cathedrals, and more. This section covers early cave paintings and figurines from Jordon to tapestries and book illumination of the Middle Ages. Children’s ideas about art are greatly expanded as they learn how ancient cultures used art. The hands-on projects help them remember what materials the culture used or the major ideas of the culture. This book provides lessons for the completion of thirty-six finished drawings, paintings, and sculptures that are both original and wholly the child’s own. “The instruction is so well-suited to the book’s audience of kindergarten to 3rd graders. Mrs. Ellis uses a conversational style of writing that is so appealing to younger children, yet her curriculum never “talks down” to them nor does it go over their heads!” - Homeschool Parent – Jenny Thompson / Florida

Painting the Light-Sally Cabot Gunning 2021-06-01 From the critically acclaimed author of Monticello and The Widow’s War comes a
vividly rendered historical novel of love, loss, and reinvention, set on Martha’s Vineyard at the end of the nineteenth century. Martha’s Vineyard, 1898. In her first life, Ida Russell had been a painter. Five years ago, she had confidently walked the halls of Boston’s renowned Museum School, enrolling in art courses that were once deemed “unthinkable” for women to take, and showing a budding talent for watercolors. But no more. Ida Russell is now Ida Pease, resident of a seaside farm on Vineyard Haven, and wife to Ezra, a once-charming man who has become an inattentive and altogether unreliable husband. Ezra runs a salvage company in town with his business partner, Mose Barstow, though he much prefers their nightly card games at the local pub to his work in their Boston office, not to mention filling haystacks and tending sheep on the farm at home—duties that have fallen to Ida and their part-time farmhand, Lem. Ida, meanwhile, has left her love for painting behind. It comes as no surprise to Ida when Ezra is hours late for a Thanksgiving dinner, only to leave abruptly for another supposedly urgent business trip to Boston. But then something truly unthinkable happens: a storm strikes, the ship carrying Ezra and Mose sinks, and they are presumed dead. In the wake of this shocking tragedy, Ida must settle the affairs of Ezra’s estate, a task that brings her to a familiar face from her past—Henry Barstow, Mose’s brother and executor. As she joins Henry in sifting through the remnants of her husband’s life and work, Ida must learn to separate truth from lies and what matters from what doesn’t. Painting the Light is an arresting portrait of a woman, and a considered meditation on loss and love.

A Black Gaze-Tina M. Campt 2021-08-24
Examining the work of contemporary Black artists who are dismantling the white gaze and demanding that we see—and see Blackness in particular-- anew. In A Black Gaze, Tina Campt examines Black contemporary artists who are shifting the very nature of our interactions with the visual through their creation and curation of a distinctively Black gaze. Their work—from Deana Lawson’s disarmingly intimate portraits to Arthur Jafa’s videos of the everyday beauty and grit of the Black experience, from Kahlil Joseph’s films and Dawoud Bey’s photographs to the embodied and multimedia artistic practice of Okwui Okpokwasili, Simone Leigh, and Luke Willis Thompson—requires viewers to do more than simply look; it solicits visceral responses to the visualization of Black precarity. Campt shows that this new way of seeing shifts viewers from the passive optics of looking at to the active struggle of looking with, through, and alongside the suffering--and joy--of Black life in the present. The artists whose work Campt explores challenge the fundamental disparity that defines the dominant viewing practice: the notion that Blackness is the elsewhere (or nowhere) of whiteness. These artists create images that flow, that resuscitate and revalue the historical and contemporary archive of Black life in radical ways. Writing with rigor and passion, Campt describes the creativity, ingenuity, cunning, and courage that is the modus operandi of a Black gaze.

How to Render-Scott Robertson 2014 Explains how the human brain interprets the visual world around us, as well as the subject of visually communicating the form of an object in easy to understand lessons through the use of drawings, photography, and more.