Access Free 50 Art Ideas You Really Need To Know

The Artful Parent “There are more than 50 more creative prompts for the artist (or artist at heart) to explore. Take the title of this book as affirmation, and get started.” —Fast Company More than 50 assignments, ideas, and prompts to expand your world and help you make outstanding new things to put into it Curator Sarah Urist Green left her office in the basement of an art museum to travel and visit a diverse range of artists, asking them to share prompts that relate to their own ways of working. The result is You Are an Artist, a journey of creation through which you’ll invent imaginary friends, sort books, declare a cause, construct a landscape, find your band, and become someone else or (at least try). Your challenge is to filter these assignments through the lens of your own experience and make art that reflects the world as you see it. You don’t have to know how to draw well, stretch a canvas, or mix a paint color that perfectly matches that of a mountain stream. This book is for anyone who wants to make art, regardless of level. Experience the external limits. You only need what you already have on hand or can source for free. Full of insights, techniques, and inspiration from art history, book opens up the processes and practices of artists and proves that you, too, have what it takes to call yourself one. You Are an Artist brings together more than 50 assignments gathered from some of the most innovative creators working today, including Sonya Clark, Michelle Grabner, The Guerrilla Girls, Fritz Haeg, Pablo Helguera, Nina Katchadourian, Toyin Ojih Odutola, J. Morgan Puett, Dread Scott, Alec Soth, Gillian Wearing, and many others.

50 Future Ideas You Really Need To Know What exactly is a credit crunch? Why do footballers earn so much more than the rest of us? Which country is likely to be the world’s leading economy in 10 years’ time? Daily Telegraph economics editor Edmund Conway introduces and explains the central ideas of economics in a series of fifty essays. Beginning with an exploration of the basic theories, such as Adam Smith’s invisible hand, and concluding with the latest research into the links between wealth and happiness, he sheds light on all the essential topics needed to understand booms and busts, bulls and bears, and the way the world really works.

50 Ethics Ideas You Really Need to Know From the Pyramids of Giza to the Guggenheim, this lively guide explains the key concepts and inventions in architecture clearly and concisely. Exploring the myriad ways in which the built environment has changed our understanding of life on Earth, New genetic technologies are transforming the way we live and promise treatments for otherwise incurable diseases. But these advances are also generating controversy, particularly surrounding issues such as cloning and designer babies. In 50 Politics Ideas You Really Need to Know, Ben Dupre clears away the murk that obscures key concepts that we ignore at our peril.

Art at a Time of corrosive popular cynicism and profound international unease, the need for clarity over the fundamental concepts of politics has never been greater: the forces of Terrorism and Fundamentalism endanger our Security, while government responses to it pose a basic threat to Liberty, Democracy and Human rights. Corruption, Spin and a suspect Political culture arouse public indignation, which is further aggravated by an array of Pressure groups and the far-from-disinterested attentions of the Mass media. In 50 Political Ideas You Really Need to Know, Ben Dupre clears away the murk that obscures key concepts that we ignore at our peril.

50 Economics Ideas You Really Need to Know In the present book, How to Win Friends and Influence People, Dale Carnegie says, “You can make someone want to do what you want them to do by seeing the situation from the other person’s point of view and arousing in the other person an eager want.” Every endeavor, such as winning people over to your way of thinking, and change people without causing offense or arousing resentment. For instance, “let the other person feel that the idea is his or hers” and “talk about your own mistakes before criticizing the other person.” This book is all about building relationships. With good relationships, personal and business successes are easy and swift to achieve. Twelve Ways to Win People to Your Way of Thinking 1. The only way to get the best of an argument is to avoid it. 2. Show respect for the other person’s opinions. Never say “You’re wrong.” 3. If you’re wrong, admit it quickly and emphatically. 4. Begin in a friendly way. 5. Start with questions to which the other person will answer yes. 6. Let the other person do a great deal of the talking. 7. Let the other person feel the idea is his or hers. 8. Try honestly to see things from the other person’s point of view. 9. Be sympathetic with the other person’s ideas and desires. 10. Appeal to the nobler motives. 11. Dramatize your ideas. 12. Throw down a challenge.

How to Look at Art Art and his family are invited on a fantastic free holiday to the exotic Asteroid Belt, in a remote part of space near Mars. Taking the train, they arrive to discover that nothing is quite as it seems - the hotel slips curiously back and forth behind time, and the guests behave rather strangely too. What is behind these bizarre goings-on? It’s up to Jack Havock, Art and his sister Myrtle (against her will) to get to the bottom of things. But the giant sand clams and man-eating starfish which roam freely nearby are nothing compared to the True Enemy, which is cunning, sinister, and almost unstoppable and may resemble a hat.

50 Philosophy Ideas You Really Need to Know The Short Story of Art is a new and innovative introduction to the subject of art. Simply constructed, the book explores 50 key works, from the wall paintings of Lascaux to contemporary installations, and then links these to sections on art movements, themes, and techniques. The design of the book allows the student or art enthusiast to easily navigate their way through key periods, artists and styles. Accessible and concise, it simplifies and explains influential and complex ideas in history, and shows how they are linked. The book explains how, why, and when art changed, who introduced certain things, what they were, where they were produced, and whether they matter. It demystifies artistic jargon, giving readers a thorough understanding and broad enjoyment of art.

The Great Artists In recent years knowledge of our genetic code has changed our understanding of life on Earth. New genetic technologies are transforming the way we live and promise treatments for otherwise incurable diseases. But these advances are also generating controversy, particularly surrounding issues such as cloning and designer babies. In 50 Genetics Ideas, Mark Henderson distills the central ideas of genetics in a series of clear and concise essays. Beginning with the theory of evolution, and covering such topics as the genome and how nature and nurture work together, he not only illuminates the role of genes in shaping our behaviour and sexuality, but also the very latest, cutting-edge developments in gene therapy and artificial life. Accessible and informative, 50 Genetics Ideas is a timely introduction to this young and ground-breaking strand of science.

50 Events You Really Need to Know: History of War What will the world look like in 2020, 2030 or even 2100? How will progress in scientific research affect human life in the areas of health and lifestyle, energy and the environment, politics and conflict, space exploration and even the ultimate questions of existence? This thoroughly researched and superbly written book offers an electrifying trip through the wonders—and terrors—awaiting us over the next hundred years.

50 Ethics Ideas You Really Need to Know From the Pyramids of Giza to the Guggenheim, this lively guide explains the key concepts and inventions in architecture clearly and concisely. Exploring the myriad ways in which the built environment has shaped and created, readers will gain a new and informed appreciation for architecture, from the classical orders of Vitruvius-Doric, Ionic and Corinthian—“the most recent contemporary trends. Philip Wilkinson offers expert introductions to the most important architectural movements and styles throughout history, as well as describing some of the greatest architects’ most important and representative works. So, if you’ve ever wondered when a building is just a building or art, or want to know more about Gothic vaults, trusses and arches, this is the perfect introduction.
50 Psychology Ideas You Really Need to Know: What exactly is a credit crunch? Why do professional athletes earn so much more than the rest of us? Which country is likely to be the world's leading economy in ten years' time? Daily Telegraph economics editor Edmund Conway introduces and explains the central ideas of economics in a series of 50 essays. Beginning with an exploration of the basic theories, such as Adam Smith's "invisible hand," and concluding with the latest research into the links between wealth and happiness, he sheds light on all the essential topics needed to understand bonds and busts, bulls and bears, and the way the world really works.

50 Ideas You Really Need to Know: Universe From dwarf planets to dark energy; and from the Big Bang to the death of stars, this book is the perfect introduction to the cutting-edge science that is shaping our understanding of our place in the Universe and that could lead to the next great discovery—the detection of life beyond Earth.

50 Architecture Ideas You Really Need to Know: In this, the second volume in an important new series presenting core concepts across a range of critical areas of human knowledge, author Joanne Baker unravels the complexities of 20th-century scientific theory for a general readership. From Hubble's law to the Pauli exclusion principle, and from Schroedinger's cat to Heisenberg's uncertainty principle, she explains ideas at the cutting edge of scientific inquiry, making them comprehensible and accessible to the layperson.

50 Chemistry Ideas You Really Need to Know: This latest book in the bestselling '50 Ideas' series is a wonderfully accessible overview of the only place we know of in the universe that is capable of sustaining life. Expert popular science writer Martin Redfern covers all the natural processes of the Earth: climate, ocean currents, air currents, the elements, plate tectonics, fossils, the evolution of life, volcanology, sea levels and the ultimate fate of the Earth. The 50 Ideas featured include: Geological formation; Rock layers; Formation of the atmosphere; Plate tectonics; Continental rifts; Volcanology; Simple life; Multi-cellular life; Snowball Earth; Gondwana and Pangea; Sexual selection; Complex life; The Cambrian revolution; The dinosaurs; Avalonia; The saurspool puzzle; End of the Mesozoic; The Cenozoic recovery; The Great Warming; The 'Great Flood'; The Holocene; Biodiversity and The fate of the Earth.

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50 Earth Ideas: Chemistry is at the cutting edge of life; The Cambrian revolution; The dinosaurs; Avalonia; The saurspool puzzle; End of the Mesozoic; The Cenozoic recovery; The Great Warming; The 'Great Flood'; The Holocene; Biodiversity and The fate of the Earth.

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50 Capitalism Ideas You Really Need to Know Questions of ethics - about how we should act, our responsibilities to one another, the difference between right and wrong - have long been debated by philosophers the world over and form the foundations of government, culture and religion. Here, in concise, easy-to-read chapters, Ben Dupré explains the fundamentals of this discipline and how it is relevant to our lives today. Covering essential ethical concepts, including relativism, the golden rule and utilitarianism, as well as high-profile issues such as terrorism, censorship and the death penalty, 50 Ethics Ideas You Really Need to Know will lead you through the moral maze - and rattle your conscience in the process.

The Short Story of Art Following on from her bestselling book How to Survive Modern Art, Susie Hodge once again tackles a dauntingly complex subject: how can we evaluate, explore and respond to art? With the power to affect us all, art can be enjoyed in many different ways. Its impact can be both straightforward and unexpected. It can change our minds or our attitudes, provoke anger or shock, or make us laugh or cry. It can intimidate, disconcert, pose conundrums or puzzles, or instruct or enlighten. Ultimately, it offers a window on society's values and ideals, and every work of art expresses the perceptions and memories of the artist who created it. In her characteristically engaging style, Susie Hodge shows us how to interpret and respond to a broad variety of artwork and artists' philosophies. This enormously stimulating book enriches our experience of art, and in the process enhances our own creativity.

50 Science Ideas You Really Need to Know Who invented zero? Why 60 seconds in a minute? How big is infinity? Where do parallel lines meet? And can a butterfly's wings really cause a storm on the far side of the world? In 50 Maths Ideas You Really Need to Know, Professor Tony Crilly explains in 50 clear and concise essays the mathematical concepts - ancient and modern, theoretical and practical, everyday and esoteric - that allow us to understand and shape the world around us. Packed with diagrams, examples and anecdotes, this book is the perfect overview of this often daunting but always essential subject. For once, mathematics couldn't be simpler. Contents include: Origins of mathematics, from Egyptian fractions to Roman numerals; Pi and primes, Fibonacci numbers and the golden ratio; What calculus, statistics and algebra can actually do; The very real uses of imaginary numbers; The Big Ideas of relativity, Chaos theory, Fractals, Genetics and hyperspace; The reasoning behind Sudoku and code cracking, Lotteries and gambling, Money management and compound interest; Solving of Fermat's last theorem and the million-dollar question of the Riemann hypothesis.

World History From the influential craftsmen of the high renaissance to the Dutch masters, and from the rococo and neoclassical movements of the 18th century to romanticism, modernism and contemporary art, the lives of the great artists are as varied and multifaceted as the works of creative genius they produced. The Great Art Guide introduces readers to 100 of the world's most important artists, from the 13th century to the present. Works by artists such as Caravaggio, Vermeer, van Gogh and Warhol are arranged chronologically and set in their historical context by Susie Hodge's authoritative narrative. Succinct and insightful artist profiles are accompanied by high-quality reproductions of the individual's most significant works of art. Including a glossary of key terms and a comprehensive list of the most important art institutions from across the globe, this concise and readable guide is a joy for students of art or anyone wanting to know more about great works of art.

How to Draw: People 50 Big Ideas You Really Need to Know is a concise, accessible and popular guide to the central tenets of Western thought. Every important principle of philosophy, religion, politics, economics, the arts and the sciences is profiled in a series of short illustrated essays, complemented by an informative array of timelines and box features.

The Book Thief Presents essays describing key events and topics throughout history, from ancient times to the present day.

50 Management Ideas You Really Need to Know #1 NEW YORK TIMES BESTSELLER • ONE OF TIME MAGAZINE'S 100 BEST YA BOOKS OF ALL TIME The extraordinary, beloved novel about the ability of books to feed the soul even in the darkest of times. When Death has a story to tell, you listen. It is 1939. Nazi Germany. The country is holding its breath. Death has never been busier, and will become busier still. Liesel Meminger is a foster girl living outside of Munich, who scratches out a meager existence for herself by stealing when she encounters something she can't resist-books. With the help of her accordion-playing foster father, she learns to read and shares her stolen books with her neighbors during bombing raids as well as with the Jewish man hidden in her basement. In superbly crafted writing that burns with intensity, award-winning author Markus Zusak, author of I Am the Messenger, has given us one of the most enduring stories of our time. "The kind of book that can be life-changing." —The New York Times "Deserves a place on the same shelf with The Diary of a Young Girl by Anne Frank." —USA Today DON'T MISS BRIDGE OF CLAY, MARKUS ZUSAK'S FIRST NOVEL SINCE THE BOOK THIEF.

50 Religion Ideas You Really Need to Know Human history–from the empires of the ancient world to the superpowers of the 21st century–has been inextricably shaped by conflict and the weapons that have been used to wage it. The technologies that have produced advanced civilizations have also been harnessed to the grim business of warfare. The trains that carried working people to their first seaside holidays in the 19th century also took millions of young men to war in 1914. Nearly a century later, the computer revolution, which by 2000 had come to dominate almost every aspect of life in advanced societies, had also introduced us to a new fifth dimension of warfare, in which governments jostle brutally in cyberspace. This short history, stretching from the choutries to the Stuxnet virus which disabled Iran's nuclear enrichment programme in 2007, charts some of the most significant weapons, fortifications and tactics that have been developed in the last 2,500 years. Since 1945, the pace of change has been relentless. In the present day, the main battle tank is facing obsolescence as the master of the battlefield, and the introduction of the Unmanned Combat Aerial Vehicle (UCAV) threatens the durability of one of the 20th century's most remarkable weapons, the Kalashnikov assault rifle, developed in the later 1940s and still in service worldwide. This is a scintillating introduction to the world's most enduring phenomenon.

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