

Surrealism Must Haves:

Surrealism is dreamlike
BUT uses objects in our
everyday world.

10 Points – Do not use
the default height
and width.

20 Points –
Juxtaposition

20 Points - Scale
Change

20 Points – Dislocation

10 Points – Levitation

10 Points - Use of
everyday objects
and environments.

10 Points - Make use
of the Z axis!

*What is one more
Surrealism term/technique?
Use Google to find out.

Name 3 VERY famous
Surrealism artists.

<http://www.surrealism.org/>