

“Creativity by Constraint”

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Applicable to any creative assignments.

The goal:

Leading student work to be more inventive/original,
to be less derivative.

Example of a creative constraint from literature:

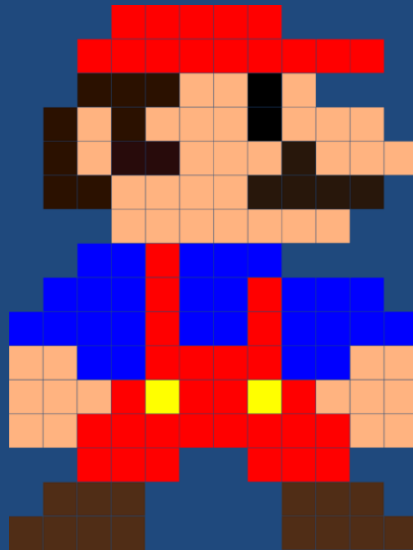
-iamb/poetic meter

“If by dull rhymes our English must be chained,
And, like Andromeda, the Sonnet sweet
Fettered, in spite of pained loveliness;
Let us find out, if we must be constrained.”

-John Keats “On the Sonnet”

Examples of technical constraints:

- early Pixar films
- 8 bit graphics



Ninjas

Zombies

Superheroes

Intermediate Animation Workshop, constraints that were introduced:

- Premise based on aspect of culture or myth
 - Graphic/picture-based “visual logic”
- Premise based on an aspect of the student’s everyday life, making interesting observations about the ordinary.

- 112 - Pirate bar (audition?)
- 114 - Color = mood
- 115 - Stump zombies → to die
- 116 - George and Derek - creepy
- 118 - Squirrel - attention for food
- 1110 - Greek: party at the Parthenon
- 1112 - Cat - dog - person - reversal
- 1115 - Help Drop the Unicorn
- 1119 - Dragon-lake → rain
- 1120 - Flowers of Edo/Tokyo
- 1121 - Scene change / chase light
thru a dreamscape
- 1123 - Lion vs. Tiger East/West
- 1126 - Ph. messages: deceased mom
- 1127 - Tunnel of Love boat fight
- 1128 - Old couple - ice cream fight
- 1129 - Menehune - Hawaiian folktale
- 1131 - Cat/demons, spirit world
- 1132 - Peru: draught - rain cubes
- 1134 - Big dog vs. Little Dog
- 1135 - Green and Red trees/autumn
- 1136 - Life of a dollar bill
- 1137 - Origins of a leprechaun
- 1143 - Puppet show/break
- 1145 - 4 prop mash-mash

Fall 2011: ideas in progress / student votes and creative discussions

Rewards of constraints

- Surprising results (good/bad)
- Originality/innovative thinking
- Enables creative problem-solving