

Nine Massachusetts high schools have created mural art *beyond your wildest dreams* for the Attleboro Arts Museum's annual High Art Exhibition held in-gallery and online from May 18th- June 3rd, 2021. **High Art** connects teens with artists both past and present, fosters the creation of original artworks, and provides a professional forum for students to voice their creativity and work collaboratively.

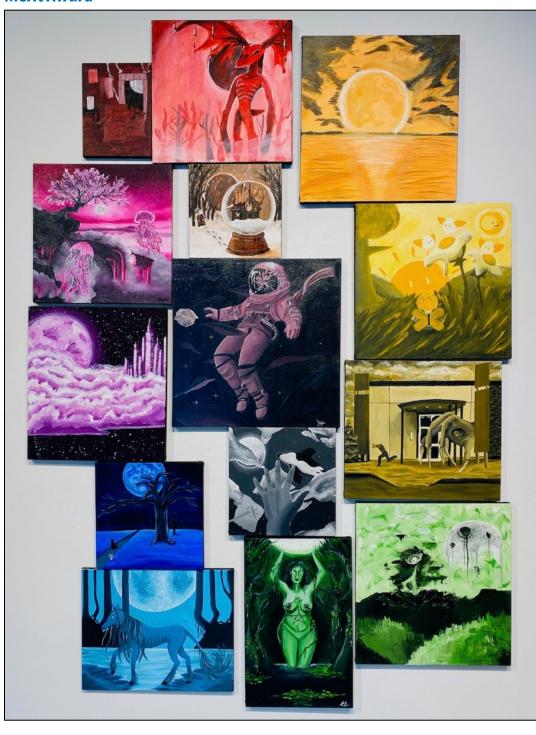
This year's High Art theme of **DREAMSCAPES** features visual expressions of the surreal that are free from conscious, clear or controlled thoughts. Dreamscapes place value on the articulation of imaginative visions, the bizarre of the subconscious and find beauty in the unconventional.



2021 High School Participants:
Attleboro High School
Bishop Feehan High School
Cardinal Spellman High School
Mansfield High School
New Bedford High School
Norwood High School
Seekonk High School
Silver Lake Reg. High School
Taunton High School



Merit Award



Attleboro High School

Subconscious Realities

Every night when we fall asleep, our bodies are at rest, but our minds go on a journey to places unknown. The Surrealistic visions of our dreams could lean towards a direction of darker, nightmarish realities, while others could create playful or even futuristic visions.

All pieces in this installation are unified by the inclusion of the moon, which can be viewed from anywhere on planet Earth, in varying stages of its waxing and waning cycles throughout the month. Although each individual Dreamscape painting is created with a different monochromatic color scheme, the arrangement of the pieces together, by order of the color wheel, keep cohesion among the pieces and provide a direction for the viewer's eye to follow.

Dreams don't always have to make sense and can appear random, but even within the chaos there is still an element of flow and order.

Participating Artists:

Maya Alho Jay Bozzi
Ellie Churchill Madison Ellis
Cassandra Harris Olivia Hillman
Kyra Lally Krystal Lopez
Nove Maling Rory Maling
Troy Pleau Aariana Ridge

Calleigh Silva Adrian Spaulding-Nottage

Participating Instructors: Lindsay Nygaard

Bishop Feehan High School

Inspired by the prompt of Dreamscapes, we wanted to create a piece that demonstrated a sense of falling through reality into a dream world. The main character in the center of this piece is meant to be ambiguous because all humans experience dreams. The scarf is meant to portray the flow of reality into the subconscious and combines the artists' individual ideas into one unified piece. The puzzle pieces are meant to represent the slow deterioration of reality into the subconscious, the pieces then fade away into a galaxy since the worlds created in our minds can be as vast and limitless as outer space. This collaborative mural was made from many different media including colored pencils, watercolor, oil pastels, acrylic and digital paint.

Participating Artists:

Caroline Connors Margaret Dion Bridget Donohue Marco Fraone **Lauren Hanley Emma Kennedy** Maeve Lance **Genny LeBlanc** Brenna Meehen Mary Moore Kathleen O'Brien Juan Otero Riley Peck George Potenza Elizabeth Ruel Lauryn Pouliot **Daniel Salomons Una Soliday** Erin Walsh

Participating Instructor: Ms. Sweet

Title Sponsor Award



Merit Award



Cardinal Spellman High School

Web of Perception

Our Art Club collaborated to design a mural focusing on dreamcatchers that describe a portal between reality and the dream world. This mural was inspired by Native American culture and the largest dreamcatcher incorporates a spider to pay homage to the Ojibwe people's original story of the dreamcatcher.

Each miniature dreamcatcher depicts an interpretation of a dreamscape, composed of the peculiarities of each artist's own dreams. Leaning against the tree trunk is a shadowy figure known as a dreamwalker, who is channeling the energy of every dream. A dreamwalkers purpose is to guide people within a dream and to illuminate positive energy. In most Native American cultures dreams are significant as they open new worlds beyond the usual comprehension of reality.

This mural demonstrates the wide array of thoughts that emerge from our dreams, instilling us with the confidence that our dreams can become our realities. We strive to connect with our viewers and to subconsciously generate the idea that our world can be viewed from many different perspectives, no matter how surreal those ideas may be. Our intention with this mural is to inspire people to take creative control of their own lives by observing the world through their own unique perspective of reality.

Participating Artists:

Emmurliana Joseph	Hannah Baptiste	Kayla Poteau
Shaina Louissaint	Harley Spenard	Evelyn Donovan
Laura Symes	Emma Hayes	Amy Brise
Angie Edwards	Caroline Williams	Kristen Queensborough
Gabriella Rojas	Katherine Zuis	Hans Pierribia
Grace Curtin		

Participating Instructors: Lauren Savoia & Nat Budd

Mansfield High School

The pandemic has given us an opportunity to re-examine our values, our society, and our surroundings. And for many, the world of art has provided an escape from a tough year. Therefore, for our project, the artists each created their own unique, imaginary dream worlds, using collage and paint. The artists found inspiration in everything ranging from magazine pages to classical art. Some explored the influence of nature on our lives, while others focused on aesthetics and beauty. Each surreal dreamscape in our display is intended to invite the viewer into a new, imagined reality.

Participating Artists:

Marco Chinea Sanchez Angelia Detrollio

Declan Hooper

Abigail Medieros

Wendy Morrison

Lindsey Powers

Sydney Sutton-Dean

Kathryn Martin

Aisha Krieche

Annie Sullivan

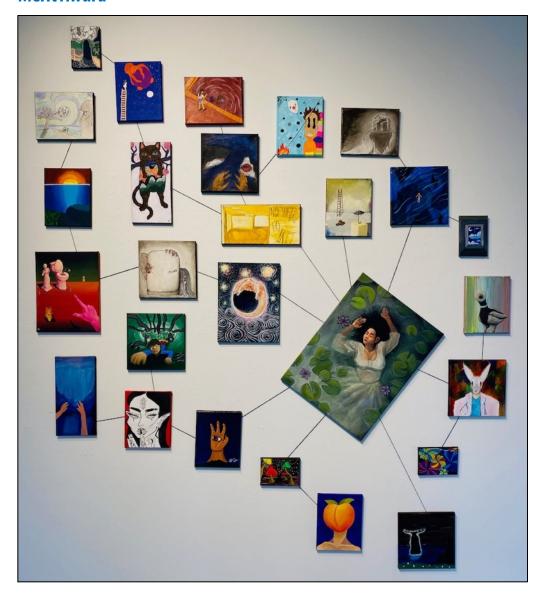
Kinda Shihadeh

Participating Instructor: Derek Harding

Honorable Mention



Merit Award



New Bedford High School

Web of Dreams

As we lay a float on our comfy mattresses, we drift off unaware of our subconscious thoughts. Our brains become active as our bodies lay still, unknowing of where we will explore and the images we will experience. Sometimes we go to unexpected dark places, maybe we jump from one to another, possibly we can control what is happening. As we wake from our slumber perhaps we remember, maybe we don't. Was it happy, sad, scary, confusing, weird, new, reoccurring, a memory, or was it all a blur? We try to connect our dreams and understand what happened to make sense of it all. When we find no answers or remain confused, we wait until the next evening to lay back down and see where our brains will take us that night.

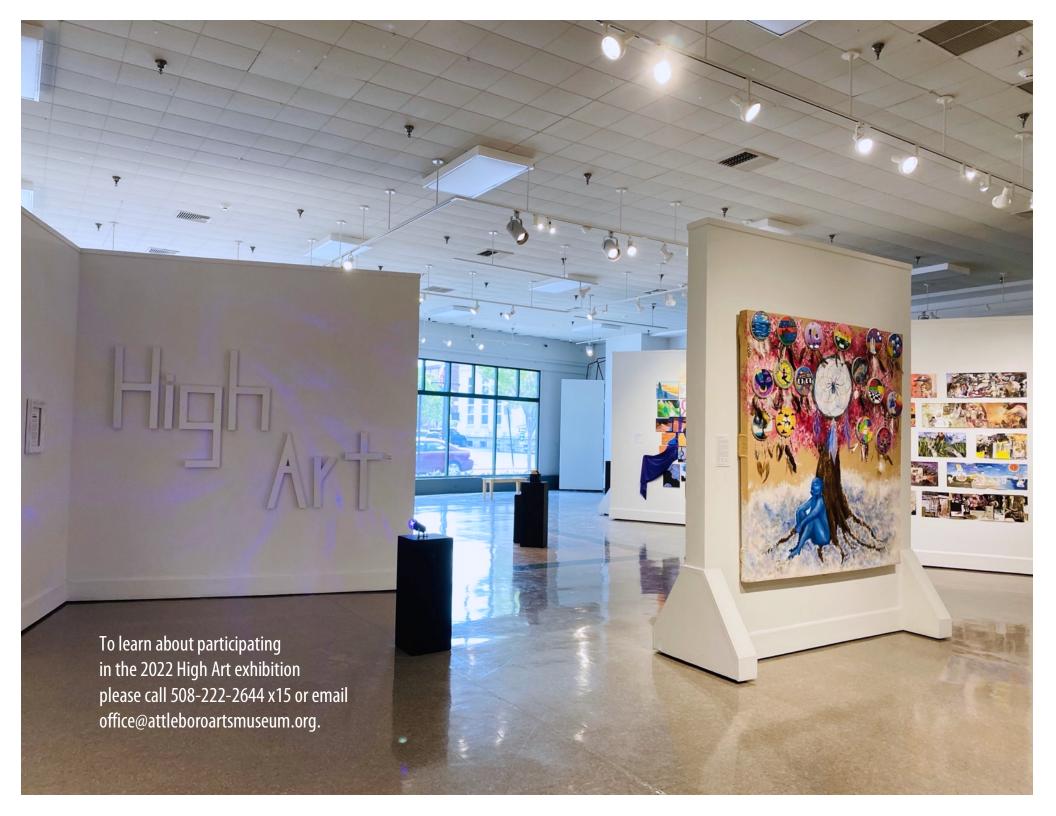
Participating Artists:

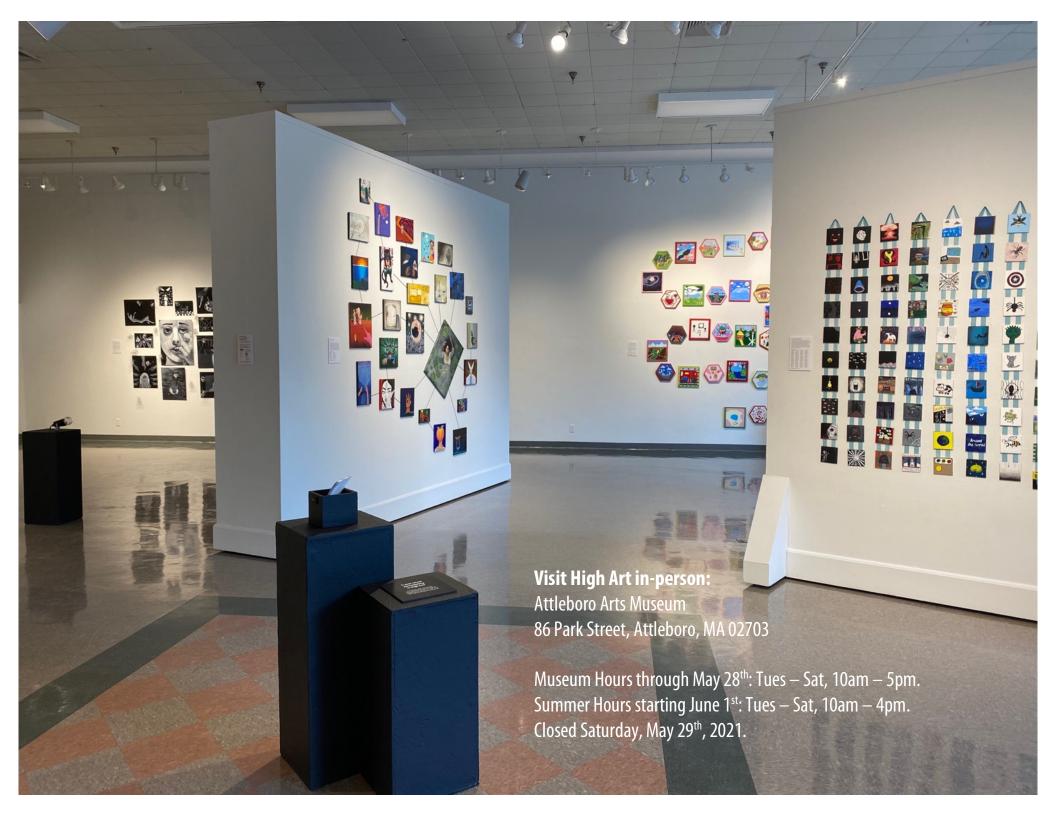
Angelina Sanchez Arianne Driscoll
Aries Robertson Avril Lemieux
Cierra Melo Cole Baptista
Daniela Ayala Gabriel Peixoto

Hailey Menard Jasmine Lucas Ixcuna

Jennifer Dinh Kayani Jackson
Keegan O'Malley Leslie Tino-Escobar
Marylee Alvarez Nicholas Letourneau
Raine Heisler Victoria Oliveira

Participating Instructor: Alanna Boucher





Norwood High School

Our school's mural concept is the feeling of being trapped by fear, by your own dreams, also known as sleep paralysis. Dreamscapes does not only mean happy things, to us it means nightmares, claustrophobia, and your own fears. Our concept as a whole was to show the feeling of being trapped in your own mind by fears, anxiety, and paralysis.

Hypnagogia, also referred to as "hypnagogic hallucinations," is the experience of the transitional state from wakefulness to sleep: the hypnagogic state of consciousness, during the onset of sleep. (The opposite transitional state from sleep into wakefulness is described as hypnopompic).

Participating Artists:

Gabriel Andrade

James Clayton

Isabel De Jesus

Cassandra Eddy

Shelby Francis

Celia Frawley

Gabrielle Mercado

Estelle Stupler

Shayla Wynne

Brenda Yanes

Participating Instructor: Elizabeth Mullaney

Merit Award













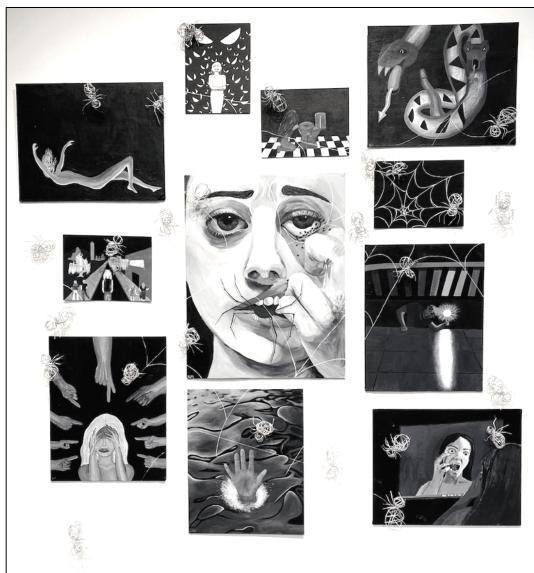








Best in Show – First Place



Seekonk High School

Fears

When given the theme of Dreamscapes, the team chose to go in a somewhat different direction than what most would consider a dream by focusing more on each artist's worst nightmare. By combining the use of darker values and cohesive themes throughout the pieces, this mural represents the various unique fears of the artists involved in the creation of this artwork. Each artist was given the challenge of putting one's biggest fear into art. These fears range from drowning to teeth falling out and show the diversity of what those consider frightening.

The different works are all created using only gray, black, and white acrylic paint. This was done in order to unify the appearance of the whole installation being dark and ominous. To further this feeling, all of the artists incorporated a spider web to connect all the pieces together. To add a more 3D element to the piece, we implemented wire spiders. We felt that it was important to include the spiders to pay homage to the 2020 High Art team who was unable to complete their installation due to the COVID-19 pandemic. It is undeniable that the current state of our world has paid a toll on all of us. This work allowed the artists to reflect on the hardships we've faced while dealing with our fears in isolation and having to adapt to the changes.

Participating Artists:

Danielle BoardmanAnabella CarmonaGianna DiBiaseKennedy HallSarah MaceNatalie MooreMadison NataleHannah SantosBianca Sebastiao

Anika Toprac

Participating Instructor: Elizabeth Machado-Cook

Silver Lake Regional High School

This school year, art at Silver Lake High School was fully remote, right up until the beginning of May. Just in time for students to bring the completed paintings in for this show! Students in remote Painting and remote Studio Art 2, reflected on their fears and hopes to create landscapes that represented their personal dreamscapes. This collection of mini canvas boards represents both a wide variety of concerns and aspirations while giving us a glimpse into the personal worries and wants of each student. The completed mural both ties us together, is socially distanced, and gives us a glimpse into this year of living through a global pandemic while attending high school.

Participating Artists:

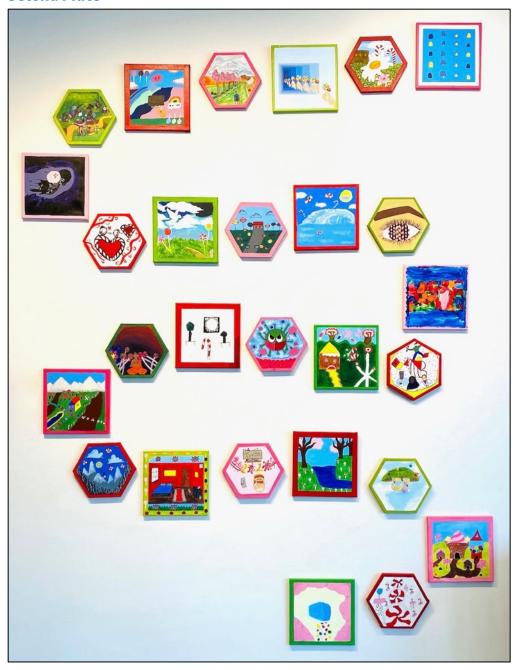
r articipating Art	1565.		
Grace Anspach	Natalie Guilmain	Rileigh Hunt	Jordan Ryalls
Liam Mchugh	Grant Woods	Aislin Dalrymple	Maddie Poulin
Ava Signore	Emily Benson	Ava Nugent	Jessica Veracka
Sophia Mendez	Sasha Tereshko	Jaimeson Corey	Matthew Wolff
Justin Nguyen	Isabel Pavlik	Mckenna Sylvester	Cat deMacedo
Sophia Antoine	Ainsley Lennox	Rachel Critz	Ryan Walter
Olivia Casey	Maria Gallagher	Sarah Critz	Katie Pope
Emily Beals	Braeden Turner	Erin deMacedo	Raymond Swanson
Aradia Dahlen	Charlotte Haas	Isabelle Powers	Melanie Quirke
Haley Meal	Derick Wilson	Daniel Smith	Sarah Frame
Billy Hingston	Caitlin Seiminski	Chloe Quevillon	Ally Foye
Brianna Ghilardi	Julia Elghonamy	Zoe Quakenbush	Emily Gerrior
Sydney Farina	Keira Symes	Lukas Cross	Cloe Geraigery
Tristen Manning	Tyler Seggelin	Michelle Flaherty	Sakura Inanod
Emily Greeley	Jacob Petitti	Travis Pringle-	Nick Shirikjian
Charlotte Keller	Julia Caggiano	Rousseau	Melissa Issa
Kevin Sherry	Nick Garcia	Declan Mullen	Emily Perfetuo
Kendyl Peterson	Kay Sandford	Isabella Szachta	Jack Kenney
Ella Harrenstein	Kristin Arieta	Jacob Barnett	Hannah Kelleher
Kayla Evans	Anthony Carnes	Jack Richards	Sydney Diauto
Will Corby	Zofia Lipinski	Maya Kelley	Holly Sullivan
Kaitlyn Sweeney	Autumn Fletcher	Seth Wakefield	Grace Faherty

Third Place



Participating Instructor: Ms. Maguire

Second Place



Taunton High School

For our canvas mural, students began by sharing ideas for possible responses to the "Dreamscapes" theme. One theme that kept recurring in their discussions was the idea of a gameboard, specifically the game Candy Land. Once we established this was the direction we would go in, we researched the history of Candy Land and were surprised to learn that the origin of the game has some eerie similarities to what we have experienced in the last year: quarantine. The game was invented by a retired school teacher who suffered from Polio and spent time in a Polio ward with children also afflicted. These children were quarantined from their families for weeks or months at a time and she invented the game as a way for them to escape the boredom and sadness that quarantine caused.

We decided that the paintings would depict images of candy, but also depict images related to the student's experience of 2020 or the pandemic, be that good or bad. The result is a sticky-sweet color schemed arrangement of paintings that reveal not only moments of joy and reflection, but also a more sinister message of loneliness and fear. As you are aware, the pandemic has affected everyone, but it has affected our young population in a profound way. This experience was an unexpected way to explore and process some of the scary emotions and memories of what happened this past year. Seeing their work grouped together as one cohesive piece is a powerful experience for them all, and hopefully for the viewer too.

Participating Artists:

	.	
Jillian Andre	Tyler Wynn	Tayyib Jones
Carly Pina	Tayah DaCosta	Kimley Morlant
Ruben Cabral	Mikayla Melberg	Guilherme Costa
Rowan Ciarametaro	Matthew Fils-Aime	Kimarah Francois
Ashanti Dias	Lara Furtado	Kieran Dunning
Kendra Fernandes	Samantha Ingersoll	Payton Frakes
Abigael Pierre	Jennifer Arruda	Michael Sullivan
Sophia Collins	Djenaba Bernard	Jasmine Juba
Lexie Zakrezewski	Brooke Pina	Makayla Furtado

Participating Instructor: Devon Borges

Thank you to our 2021 High Art Exhibition Guest Juror



Cynthia Whalen Nelson
Painter & Sculptor of Narragansett, RI

Cynthia Whalen Nelson's artworks weave nature, myth and narrative together through her vibrant palate and distinctively unique style. Symbiotic metaphors of both the strength and fragility play off one another throughout her paintings and sculptures. Allegory, dream, and the passage of time are contemplated through her multi-dimensional themed artworks.

Cynthia holds a BFA from Rhode Island School of Design, and MAT, Art Education from Rhode Island College. Visit www.cynthiawhalennelson.net to view Cynthia's artworks.

The People's Choice Award Is Ongoing!

Visitors of the High Art Exhibition are asked to cast their People's Choice Award ballot by using either a QR Code reader or a computer terminal in the Museum's gallery that connects to a Google Form. Virtual People's Choice Award votes will be collected throughout the course of the exhibit — with the award given to the top school after the exhibition has concluded on June 3rd at 4pm.

Thank you to our generous 2021 High Art Exhibition Sponsors

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