

# Source of Art and Entertainment

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Art, or Expressive Culture, emerges in its several different forms mostly from a very basic human experience. Art is the domain of “as if,” not of “is,” and it arises in a “time out” state with relation to the everyday, instrumental, objective perspective of biological survival. As such, Art depends essentially on humans temporarily suspending their commitment to the objective and permitting the underlying subjective view of reality to be expressed. The technical aspects of art expression in everyday reality require utilization of the objective perspective. In many of the arts, when objective, technical mastery is achieved by the artist(s), the door fully opens to express subjective awareness.

Dream is a universal phenomenon in humans. It is fully expressed by early childhood, and it renders malleable the visual, motion, identity, and time components of everyday, objective life. Dream converts our fixed, instrumental, objective reality of biological survival into a reality of infinite alternative connections and being. This fluid perspective of overlapping identity and infinite interconnectedness is the foundation for both Art and Spirituality, which are unified in Ritual for most of human history.

“Day” dreaming is the transition experience that brings the alternative reality of dream to the edge of everyday reality. It is the source of imagination – another human universal. And imagination is the foundation of creativity – discovering new connections and alternative understandings.

Childhood Fantasies are the first full-on behavioral expressions in everyday life of this dream based, subjective perspective. With this move, the special condition of “Let’s Pretend” or “Make Believe” arises, and the fundamental option for all artistic expression emerges.

When Fantasy is individually expressed in language and/or action, it represents the first move toward Play. When “Let’s Pretend” fantasy is shared with others in language and/or action it becomes full-blown, open-ended social Play.

Game arises when the participants in social play agree to rules defining the roles and goals of their activity.

Narrative exists in two forms: verbal reports of events based on the everyday objective perspective on events and verbal reports of events based on the spiritual/subjective perspective on reality. The source for Narrative Art is the spiritual/subjective perspective keyed to the reality flexibility of Fantasy.

Mythology is narrative art that is believed to be accurate and true by objective reality standards by some human group. Religion is the institutionalization of this believed mythology; and religious beliefs are expressed through many of the arts.

Drama is a combination of the motion and narrative arts in which the roles, events and dialogue are presented by actors rather than being verbally described.

Poetry is the verbal art that explores topics through the spiritual perspective of subjective interconnectedness where everything can become anything – metaphor. In addition, Poetry relies on compressed statement, and it is often rhythmic in pace and sound [meter, rhyme and alliteration].

Song is poetry or rhythmically expressed narrative where verbal expression is set to a pattern of continuously produced auditory tones.

Music is rhythmic sound sequences produced by various instruments played individually or in combination with others. Through patterned sound sequences, it expresses different emotional options from the subjective/spiritual perspective.

Dance is either/or both narrative and poetic art expressed in rhythmic motions often to musical accompaniment.

Graphic Art is image or visual pattern that derives from the subjective point of view that is expressed through various mediums and techniques.

Sculpture is visual image or form expressed in various materials and inspired by the imagination of spirituality.

Dream becomes Day Dream becomes Fantasy becomes Play with human imagination being released into instrumental, objective reality in the form of all of the Arts. Fantasy in childhood becomes Ritual in adulthood, and these phenomena are the sources of all of the arts as humans allow themselves “time outs” to express and explore in the verbal, visual, auditory, and/or motion modes the subjective/spiritual perspective on reality. The subjects of Art are unlimited; what makes Art is the perspective that is skillfully brought to bear on any subject.

For the most part, Art becomes a separate realm from Fantasy and Ritual only as society becomes more complex. Entertainment arises as an “as if” expression when the underlying motivation to fill art forms becomes more secular than spiritual. Much “art” in modern complex society is a mix of art and entertainment expressed in many different kinds of media. Pure Entertainment is the exclusive pursuit of sensational, secular subjects absent input from the subjective perspective. Pure Entertainment utilizes an art frame but offers no Art insights.