Art Theory: Tim Burton

Student’s Name

Institution

Art Theory: Tim Burton

According to Plato’s theory of art, it is something that always leads the audience towards an illusion, primarily because it is a copy of physical things, that are also imitations of form. Therefore, one cannot outrightly categorize art as being a representation of reality (Schwartz, 2014). Much of the Art by Tim Burton has centered around illusions and experiences beyond the normal world, which serves an important purpose in exemplifying the experience herein. Essentially, productions such as *Abraham Lincoln: The Vampire Hunter* offer a blend between reality and illusion, much to the extent of giving the audience an experience close to reality but not in the sense of being actionable. Notably, despite Lincoln having been a real member of the society in the nineteenth century, Vampires are a myth. However, the film was widely acknowledged as having been good enough, a clear indicator that Burton was on track in addressing the entertainment needs of the contemporary society.

From a personal perspective, art ought to provide a divergent view of the society, one that is not limited to the events occurring in the physical sense. Essentially, artists ought to have the autonomy to explore all that they wish to experience, as much as they can. However, they may not be able to do that if they are limited by having the need to provide a real experience to the audience. Consequently, having as much creativity as possible within a work of art would provide the artist with the ability to communicate to a broad audience, primarily due to the different interpretations that the audience could have of the artist’s subject. Following this perspective would give me the appropriate autonomy to use art in an expressive way as much as passing a particular message to the audience.

References

Schwartz, H. (2014). *The culture of the copy: Striking likenesses, unreasonable facsimiles*. New York: Zone Books.