

# WHAT ARE YOU THINKING?

## INTRODUCTION

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The Clark's collection features many images of interactive moments between people, animals, and their surroundings. This activity helps you bring these sitters and subjects to life by imagining their thoughts and feelings: their inner experiences that we may not see.

## HOW TO PLAY

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You can start off by exploring three paintings from the Clark's collection — *Musical Group*, *Undertow*, and *Study of a Young Man* — but feel free to choose any other image from our [digital collection](#). You can play on your own or with loved ones, in person or even on a phone or video call!

**GET INSIDE THEIR HEAD!  
HALF THE FUN IS THE CHANCE TO TRY OUT A DIFFERENT  
POINT OF VIEW.**

If you like, strike the pose of the person you're bringing to life. Then, your job is to create a story about what they are thinking or feeling in that moment.

**LET THE IMAGINING BEGIN!**

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# THE CLARK CONNECTS

# WHAT ARE YOU THINKING?

## COLLECTION CONNECTIONS

Ready to give it a try? Let these compelling Clark characters spark your imagination!



François-Joseph Navez, *Musical Group*, 1821. Oil on canvas. Acquired by the Clark, 1976. 1976.1.

Dressed in fine velvets and silks and accompanied by a mandolin and tambourine, the members of Francois-Joseph Navez's *Musical Group* are certainly showstopping.

Strike a pose like one of the people in this picture. Invite a friend to ask you ten different questions about yourself. For example: what do you like? What concerns you? What is a secret you have? Take turns asking each other surprising questions to bring these characters to life.

WHO IS THE FIRST FIGURE WHO CATCHES YOUR EYE  
WHEN YOU LOOK AT THIS PAINTING?

A real rescue that Winslow Homer witnessed in 1883 may have inspired him to paint this scene, immortalizing these heroic actions at sea.

Imagine what these figures might be thinking at this dramatic moment.

How might each tell the story of this rescue a few hours later . . . or a few days later?

WHAT DO YOU IMAGINE EACH PERSON MIGHT  
SAY ABOUT THIS PAINTING IF THEY SAW IT?



Winslow Homer, *Undertow*, 1886. Oil on canvas. Acquired by Sterling and Francine Clark, 1924, 1955.4.

## COLLECTION CONNECTIONS



Jean-Baptiste Greuze likely made this study by painting from a model—so this young man probably worked very hard to maintain this expression! Honor his effort by trying out his pose for yourself.

Sit down, lean your head back, open your mouth slightly, and look up to the side. Let your mind wander. Do you think that your daydreams would be similar to his?

WHAT DO YOU THINK YOU MIGHT HAVE IN COMMON?

WHAT WOULD BE DIFFERENT?

(REMEMBER, HE LIVED OVER TWO HUNDRED YEARS AGO!)

Jean-Baptiste Greuze, *Study of a Young Man*, c. 1760. Oil on canvas. Acquired in honor of Richard Rand (Senior Curator, 1997-2015), 2015, 2015.6.

## OTHER WAYS TO PLAY

Consider inhabiting the thoughts and feelings of animals or inanimate objects, too. What might make a dog from the past wag its tail? What is the rotting apple in a still life wondering? Remember that you can always visit the Clark's collection online to find your next muse!

Try playing with a theme, like food, nostalgia, or current events.

What dessert might the *Musical Group* sing a ballad about?

What embarrassing childhood memory is on Greuze's young man's mind?

You can also play this game with an advertisement from a magazine or someone else's selfie . . .

THANK YOU FOR PLAYING  
"WHAT ARE YOU THINKING?"  
WITH US!

## THE POSSIBILITIES ARE ENDLESS!