

WELCOME BACK TO

Summer of Drawing



class no.19: ALL MEDIA MEMORY & IMAGINATION

Memory:

The faculty by which the mind stores and remembers information.

Imagination:

The faculty or action of forming new ideas, or images or concepts of external objects not present to the senses.

The ability of the mind to be creative or resourceful.

- Oxford Languages



Joseph Farquharson(1846 – 1935)

The Shortening Winter's Day is Near a Close (1903)

Farquharson had constructed a painting hut on wheels, complete with a stove and large glass window for observing the landscape...he used a flock of "imitation" sheep which could be placed as required in the landscape of his choice.

- Wikipedia



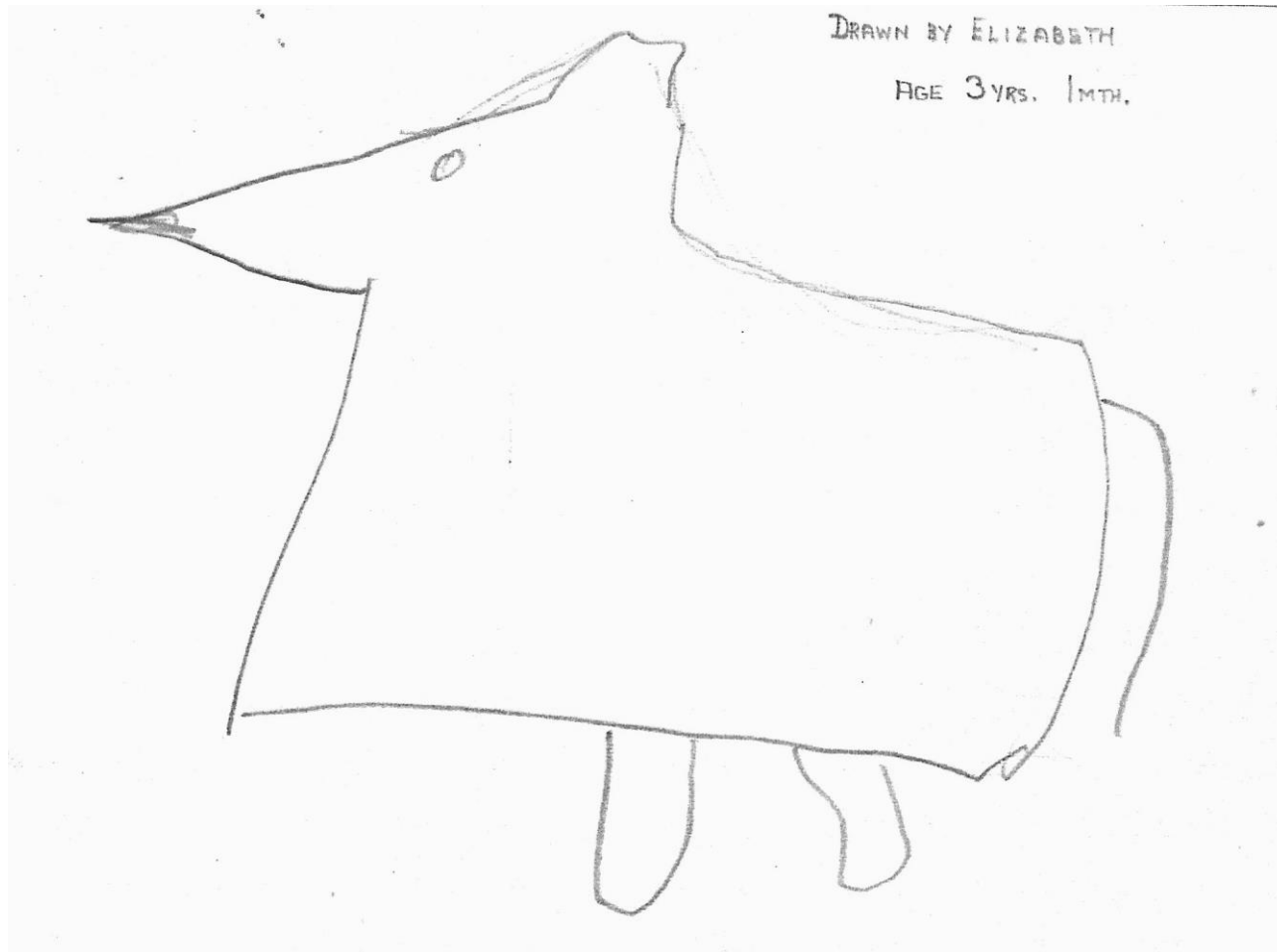
Artists are translators and communicators.

Visual imagery is our language.

A writer has a written language. We have pictures, patterns, shapes, textures, etc.

Our goal: communicate effectively, even if just to ourselves.

Frustrating when we can't 'speak' clearly, think of witty, profound, or clever concepts, or respond to events that move us.



Step 1 is developing our ability to communicate effectively involves **OBSERVATION** and **PRACTICE** using our chosen materials of visual expression ... for us this summer, it's drawing.

Practice will help you develop your **technique** – a steady hand, control of the pencil, becoming adept at various means of mark-making (hatching, blending, etc.) It's like learning how to speak in words, then sentences, then paragraphs.

Closely **observing** the world allows an artist to use that technical skill to create artwork that is captivating.



Your artistic expression could vary quite a bit depending on the situation – it could be sketchy, detailed, simple, or complex, depending on your concept or subject, just in the same way you might write a text, an email, or a book. You are not tied in to any one way of drawing.

Your **style** encapsulates your **technique (colors, strokes, degree of detail, etc.)**, your artistic **point of view** or ‘voice’, and any other factors that make your work distinctive. As you continue to draw, you will find yourself making choices as you are drawn towards favorite methods and materials. You will want to draw certain subjects and ideas more than others.

Over time, your style will develop by itself. No need to force it.



Charles White (1918 – 1979)
Awaiting His Return

How we draw naturally is the starting point for developing this style. As we **observe** and **practice drawing**, technique improves and technical likes and dislikes start to emerge (Do you gravitate towards soft shading? Cross hatching? A light touch? A heavy touch? Detail?)

Eventually, a distinctive drawing style will start to emerge. But you can't get there without 'putting in the pencil miles.'



Learn what you choose to by studying the masters who you admire, reading books and art history, visiting museums and galleries, but refrain from following the style of other artists too closely, or your own style may never get a chance to bloom.

Andy Warhol (1928 – 1987)
Four Marilyns, 1962



Mary Cassatt (1844-1926)
Sleepy Baby, 1910

Step 2 is developing our own **visual point of view** to express in that language.

- What we like (and don't like.)
- What has particular meaning to us.
- What captivates us (and what doesn't.)
- How our experiences have shaped us.
- What we might visually want to convey to others.

This is the advantage the mature artist has over the younger artist: a greater number of life experiences to pull from.



Thomas Cole (1801–1848)
**The Oxbow, View from Mount Holyoke, Northampton,
Massachusetts, after a Thunderstorm (1836)**

A **point of view** doesn't have to be a BIG IDEA.

In fact, often the most clearly articulated ideas are the well-known, universal ideas such as beauty, peace, grief, sadness, joy, etc. – the spectrum of human emotion.

Likewise our reactions to the world around us, such as experiencing grandeur, splendor, quiet, stillness, etc.

Your point of view might encapsulate a whole selection of ideas and subject matter over many works of art, however the mix will be yours alone.