

SIMPLY DRAW

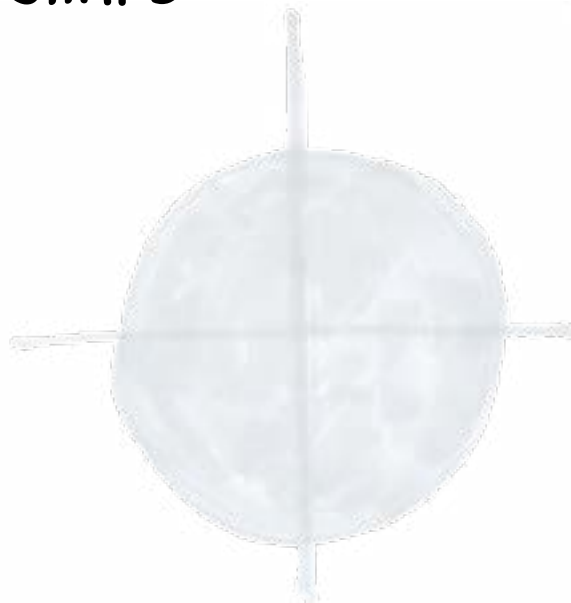
A WORKSHOP
W/BETH LOVELL

PROJECT I: START WITH A SHAPE

WHEN YOU SQUINT, MOST OBJECTS CAN BE SIMPLIFIED TO A GENERAL SHAPE, LIKE A CIRCLE, TRIANGLE OR RECTANGLE. SKETCHING A ROUGH SHAPE FIRST WILL HELP KEEP THE OVERALL PROPORTIONS RIGHT.

NEXT, DIVIDE YOUR SHAPE INTO QUADRANTS TO HELP YOU FIGURE OUT WHERE THE SMALLER DETAILS GO.

NOW ADD DETAIL. TRY IT!
GO FIND THE SUBJECTS TO SKETCH ON TOP OF THE SHAPES ON THIS PAGE.



SKETCH THE BIG TURTLE HERE



SKETCH THE T-REX SKULL HERE



FIND A TRIASSIC FISH THAT FITS HERE



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PROJECT 2: SCAVENGER HUNT AT THE PEABODY

NOW WHERE WAS THE GIANT SQUID?

DRAW SOMETHING ROUND

SOMETHING WITH FINS

A PLANT FOSSIL

SOMETHING WITH A PATTERN

A TRICERATOPS AND A TRICERABOTTOM

A PERSON IN AN OLD PHOTO

SKETCH A MUSEUM VISITOR OR GUARD



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PROJECT 3: THE ESSENCE OF A DOODLE

IN THIS PROJECT, YOU WILL DRAW THE SAME SUBJECT 5 TIMES FROM MEMORY: A CAR, A CAT AND A CASTLE.

SET A TIMER FIRST FOR 4 MINUTES, THEN 2 MINUTES, THEN 1 MINUTE, THEN 30 SECONDS, THEN 15 SECONDS.

YOU WILL GET A FEEL FOR HOW QUICKLY YOU CAN WORK, YOU'LL SEE HOW MUCH INFORMATION YOU NEED TO CONVEY YOUR IDEA AND YOU'LL PARE YOUR DRAWING DOWN TO A DOODLE OR ICON. YOU WILL FIND THE SWEET SPOT WHERE YOUR DRAWING HAS A LIVELY QUALITY.

REFLECTIONS:

WHICH DRAWING DO YOU PREFER?
WHAT IS DIFFERENT WHEN YOU HAVE MORE TIME AND WHEN YOU HAVE LESS?

VARIATIONS TO TRY:

WHAT WOULD HAPPEN IF YOU DREW FROM OBSERVATION RATHER THAN MEMORY?

WHAT WOULD HAPPEN IF YOU DREW FROM SHORT TO LONG RATHER THAN LONG TO SHORT?

PROJECT FROM IVAN BRUNETTI'S
CARTOONING: PHILOSOPHY & PRACTICE

CAR 4 MIN

CAR 2 MIN

CAR 1 MIN

CAR 30 SEC

CAR 15 SEC



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PROJECT 3: THE ESSENCE OF A DOODLE

CAT 4 MIN

CASTLE 4 MIN

CAT 2 MIN

CASTLE 2 MIN

CAT 1 MIN

CASTLE 1 MIN

CAT 30 SEC

CASTLE 30 SEC

CAT 15 SEC

CASTLE 15 SEC

