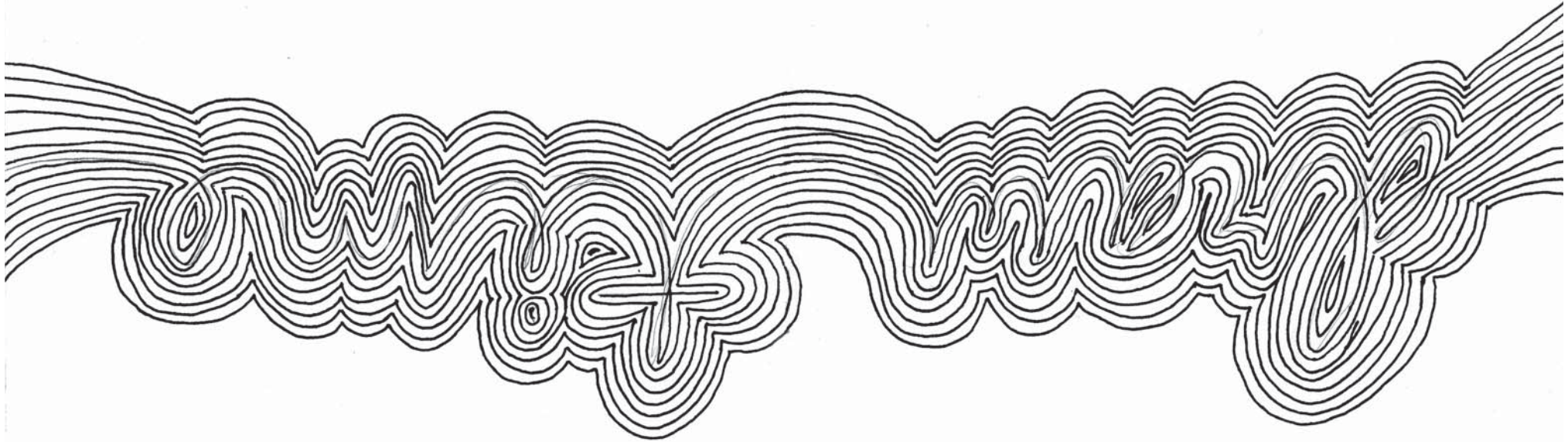




PURPOSE

The purpose of this user guide is to explain the steps necessary to facilitate and host DRAWtime. Through a loose set of instructions and anecdotal commentary, we intend that users in diverse locations with varied resources be able to organize and execute this event (or series of events). Though this guide attempts to provide a logical framework for realizing DRAWtime, the components and ideas presented can be expanded and modified to fit individual user needs.

WHAT IS DRAWtime?

DRAWtime is an event where people gather and make drawings together. In contrast to more passive forms of entertainment like watching movies, playing video games or even playing board games (with pre-defined rule sets), drawing is a means of tapping into each individuals' creativity, imagination and perception. Drawing in the company of others provides a form of exchange unavailable in other areas of culture or through other forms of entertainment. It can be a means of investigating and dissecting visual culture. The atmosphere of a social gathering combined with a collaborative approach to drawing can offer a way to include non-artists in processing and producing the image world.

HOW TO ORGANIZE DRAWtime

Find a space for people to gather. This could be someone's apartment, a public building or a city park. Wherever you meet, there should at least be a large drawing surface (a table, a smooth floor, a sheet of plywood) and some drawing or painting supplies (pens, pencils, brushes, paints, paper, board). It's also nice to provide refreshments. Once a regular group of participants has been established, hosting duties can be shared (so that one person's hospitality and supplies are not exhausted).

Once you've secured a space and supplies you'll need to promote the event. This could be as simple as calling or emailing some friends and family (yes, it can be fun to draw with your mom!). Social networking sites can be an effective means of publicizing events. If you are a bit more daring (and your space has the capacity) put up flyers in your neighborhood (or on campus) – drawing is a great way to break the ice with strangers.

Drawing with other people is an experience that benefits from repetition. As with a book club or reading group, regular meetings provide an opportunity for conversations and relationships to develop over time. Depending on the group's level of interest and availability, you may wish to meet once a week or once a month. Create a schedule. Online calendar systems are a great way to coordinate regular meetings. Otherwise, pick a time and place that is consistent so that it can become part of everyone's routine (like church, exercise or American Idol).

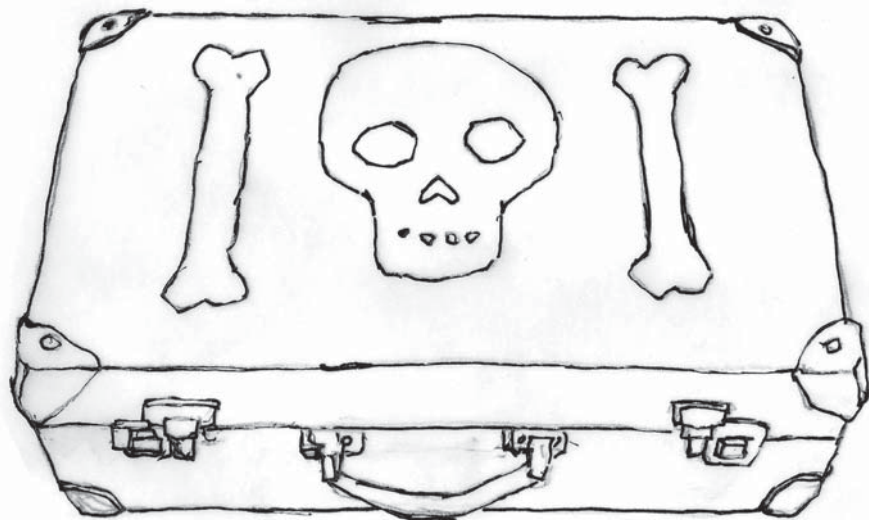
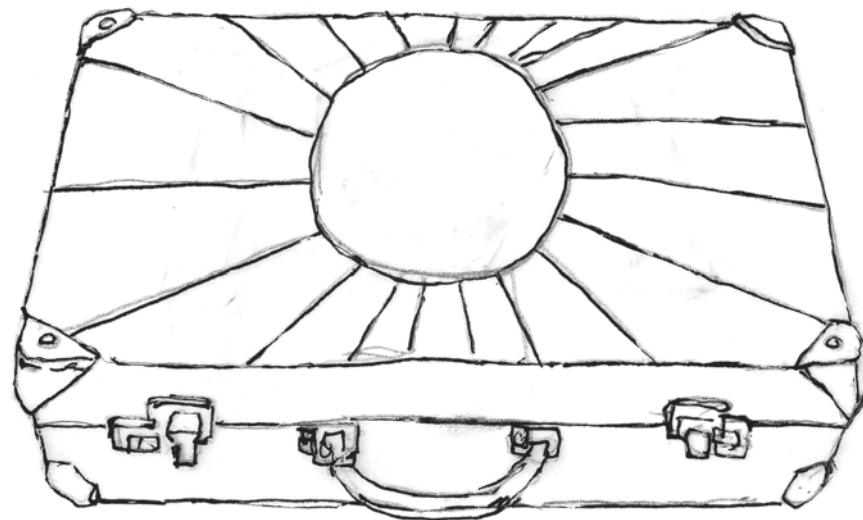
Document your DRAWtime meetings through video, photographs or any other means. Share your experiences with others through a group web log or newsletter.

SOME SUGGESTIONS FOR ACTIVITIES

One of the most well known groups to regularly engage collaborative drawing is the Royal Art Lodge. The Canadian artist collective meets on a regular basis to draw and paint together. In their process the first person might create a backdrop or field for a drawing. It is then passed on to others in the group to add or subtract elements until everyone decides the drawing is finished. All the works they create are date stamped, evaluated and stored in one of three suit cases, a 'sun' suitcase, a 'sad cloud' suitcase or a 'to be destroyed suitcase.' Try developing other systems for evaluating your group's drawings. Once you've produced a bunch of drawings, put together an exhibition or publication (or any other form of merchandise like posters, t-shirts, postcards or totebags). Any works sold can provide money for purchasing supplies, refreshments or creating other products.

Your group could develop a theme or mission to pursue through drawing. During some past sessions of DRAWtime, my friend Dave had the idea of trying to collectively develop a lexicon of images. Each person started out drawing a single object. Other participants would successively try to edit or re-draw the object until we had all agreed on its final form. This lexicon could then become the foundation for other drawings or narratives within our world. Themes could be as simple as 'cats' or as complex as 'the current political landscape'.

There are many resources available for developing new activities. From Ed Grimley's Big Purple Drawing Book, which gives instructions for a specific cartoon style of drawing or learningtoloveyoumore.com, which provides varied assignments for exploring relationships through drawing (among other things), your group can determine its own goals based on the skills and interests of each individual.



CONTACT US

This manual was originally produced by Hideous Beast and may be freely copied and distributed by anyone.

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