

Capturing Lives in Scotland's Communities

Week 1: Activities, TRANSCRIPT

We hope you're excited for your first activity!

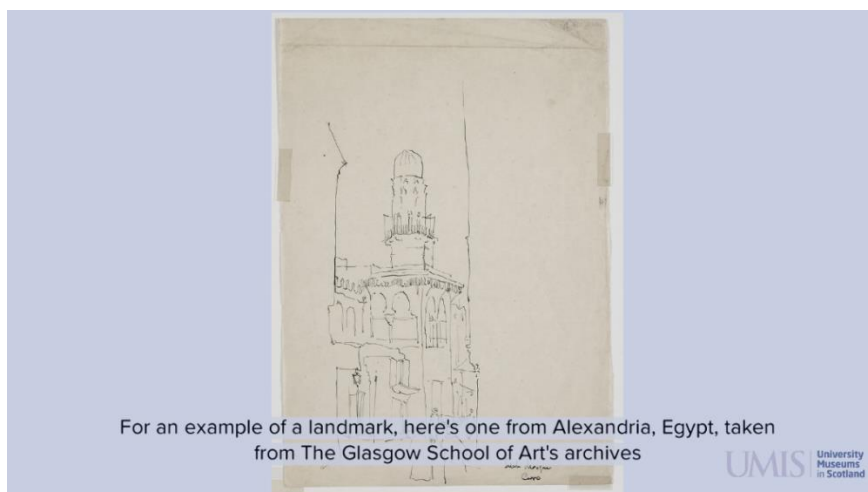
We are going to use this week's activity as a way to introduce yourself to the others in your discussion group. **You will need a pencil and a piece of paper** but you can also use any other art materials you have to hand.

I want you to pick two objects to draw that will tell people something about you – it could relate to your favourite hobby, your zodiac sign, your pet or an important person in your life. If you have time, I'd like you also pick one object or landmark from where you live and draw that.

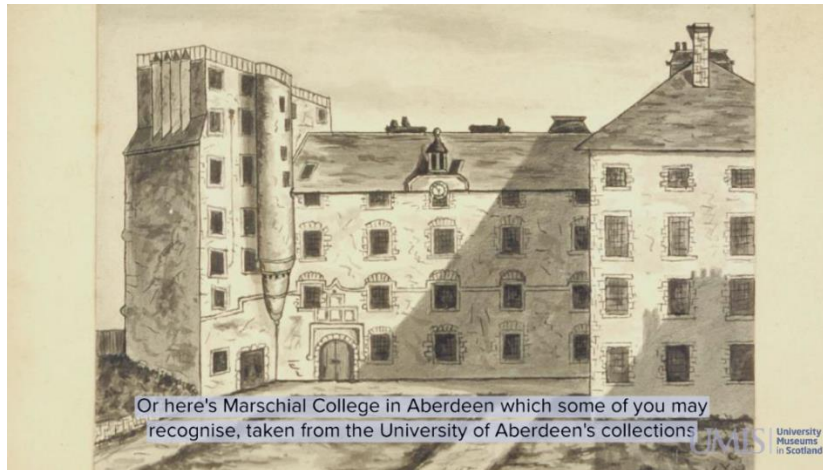
For example, I'm going to draw this, a red panda, because its one of my favourite animals and I'm also going to draw a book because I like reading a lot.



For an example of a landmark, here's one from Alexandria, Egypt, taken from The Glasgow School of Art's archives

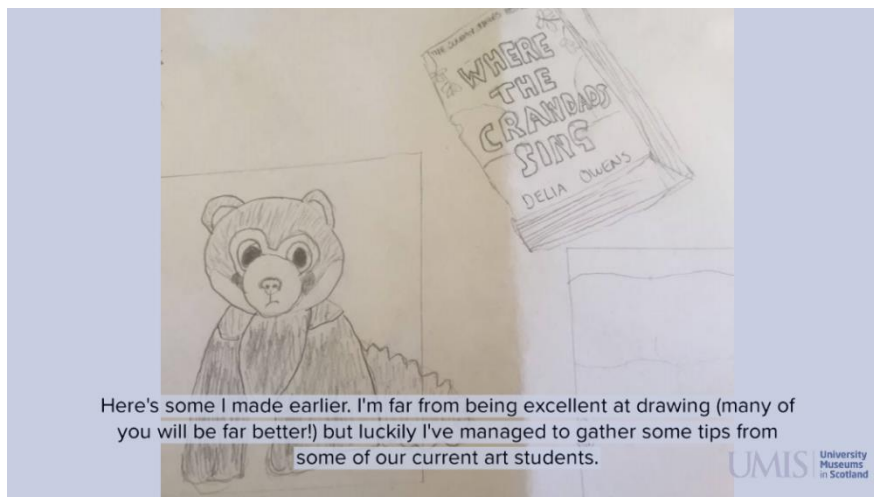


Or here's Marschial College in Aberdeen which some of you may recognise, taken from the University of Aberdeen's collections.



The drawings can be very small, they don't have to be large.

Here's some I made earlier. I'm far from being excellent at drawing (many of you will be far better!) but luckily I've managed to gather some tips from some of our current art students.



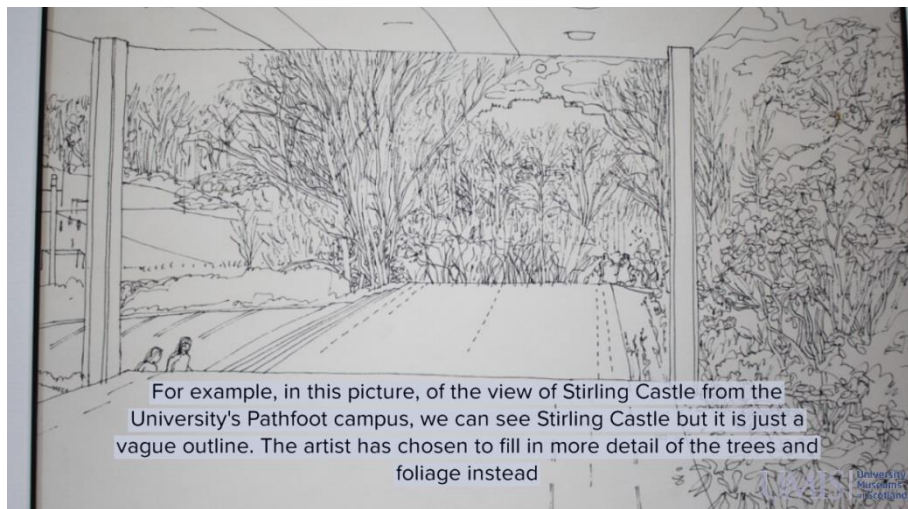
We'll start with the basics and move onto more advanced. Feel free to work at whatever level suits you.

Remember, these activities are supposed to be fun so feel free to do them your own way too!

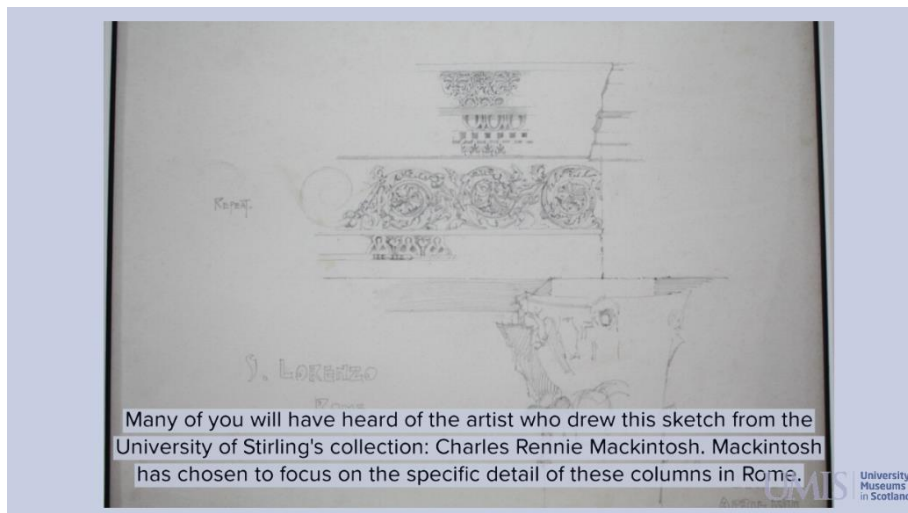
1) This may sound obvious but make sure you are looking at the object you want to draw. Good drawing equals good observation. If you don't have the object itself, you can also use photographs for this.

Before you start drawing, really look at the object - what details do you want to capture?

For example, in this picture, of the view of Stirling Castle from the University's Pathfoot campus, we can see Stirling Castle but it is just a vague outline. The artist has chosen to fill in more detail of the trees and foliage instead.



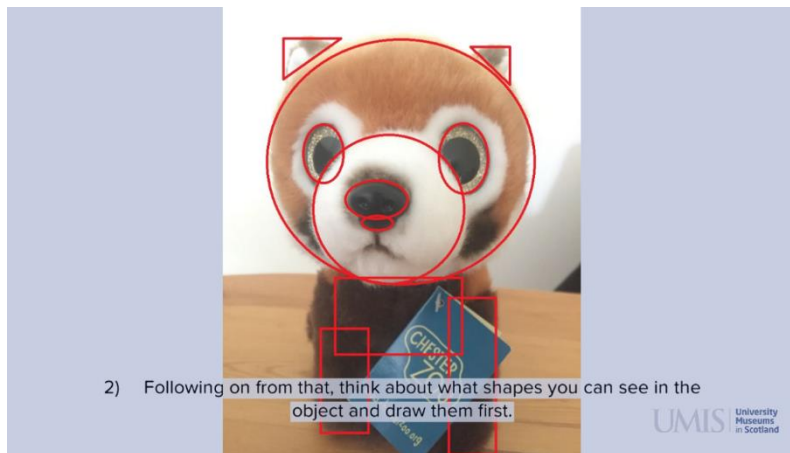
Many of you will have heard of the artist who drew this sketch from the University of Stirling's collection: Charles Rennie Mackintosh. Mackintosh has chosen to focus on the specific detail of these columns in Rome.



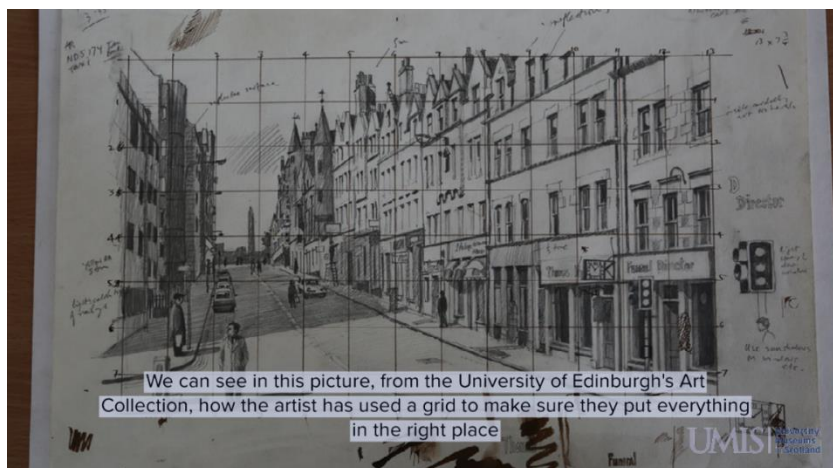
For Amber, my red panda, I want to get across the fact that she is very cute.

But what are the factors that make her cute? Her large eyes are important and that little dark patch of fur around her nose.

2) Following on from that, think about what shapes you can see in the object and draw them first.

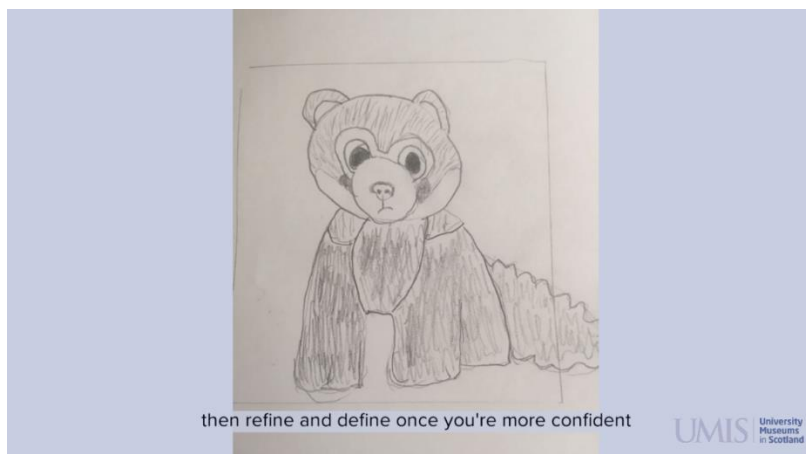


This can also help with getting proportions right.



We can see in this picture, from the University of Edinburgh's Art Collection, how the artist has used a grid to make sure they put everything in the right place

3) Start by sketching loosely and lightly and then refine and define as you get more confident.

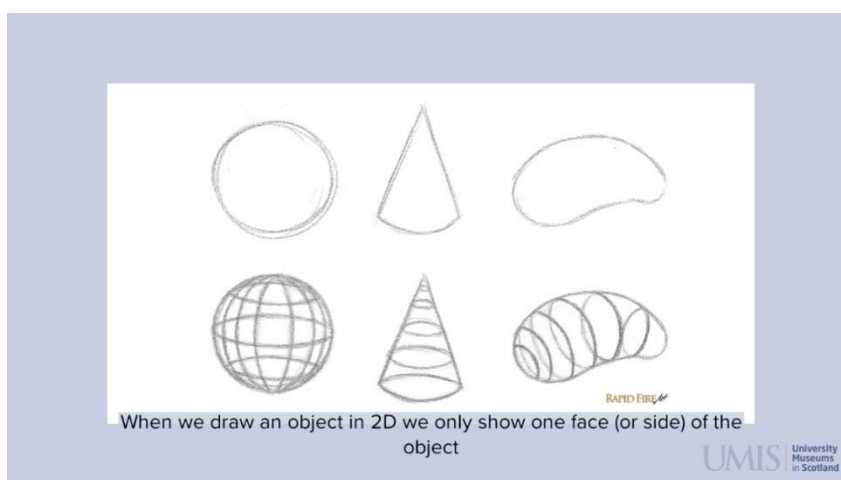


Development Ideas

If what we've talked about so far, already gives you enough to think about then feel free to stop the video here. But if you're already advanced at drawing or want more tips, keep watching.

1. Think about making your object 3D. This means trying to capture the physical depth of the object.

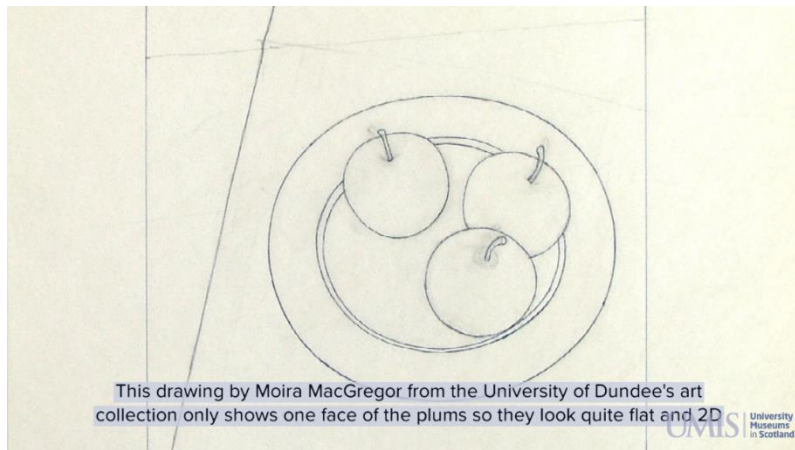
When we draw an object in 2D we only show one face (or side) of the object.



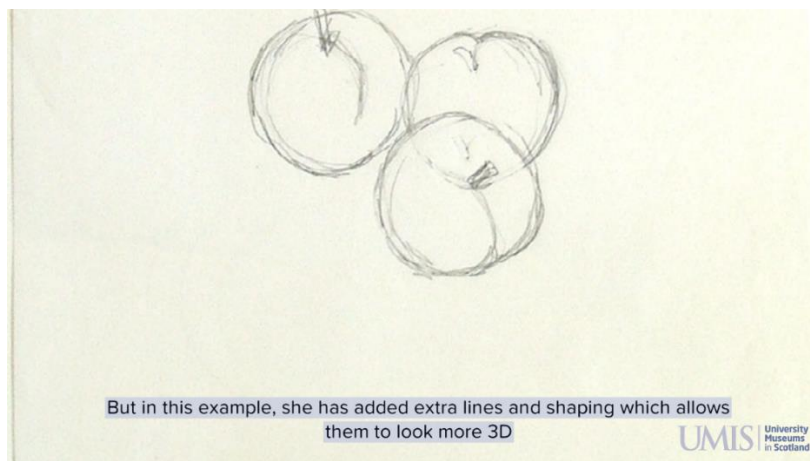
To make it 3D we want to try showing as many faces of the object as possible. You can find a really good lesson on how to do this here (where these pictures have been taken from):

<https://rapidfireart.com/2017/05/09/lesson-3-going-from-2d-to-3d-2/>

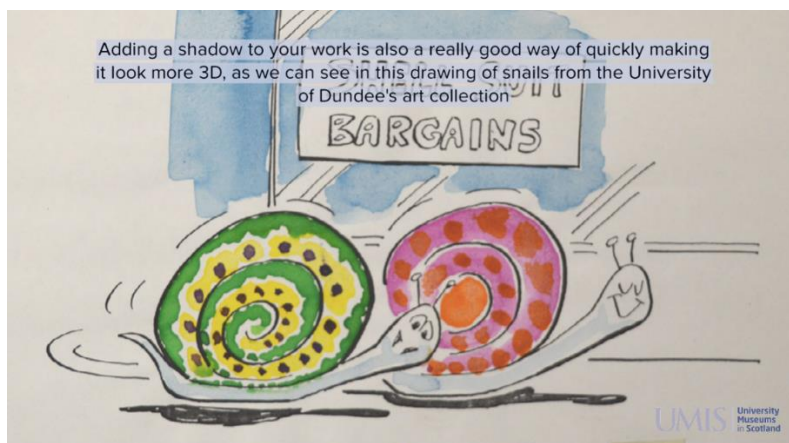
This drawing by Moira MacGregor from the University of Dundee's art collection only shows one face of the plums so they look quite flat and 2D.



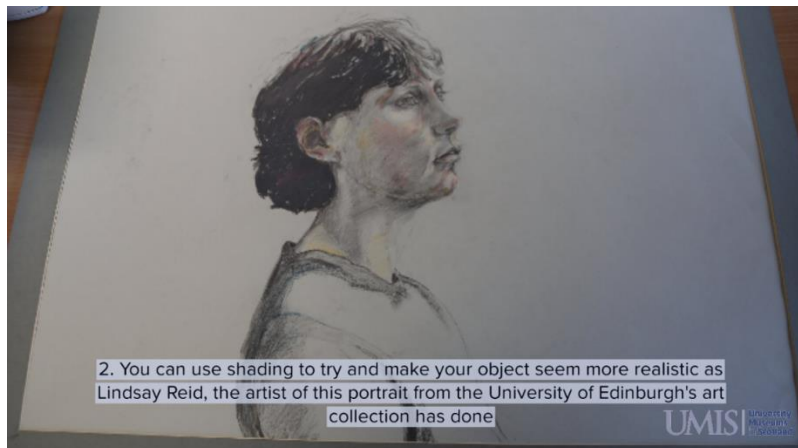
But in this example, she has added extra lines and shaping which allows them to look more 3D.



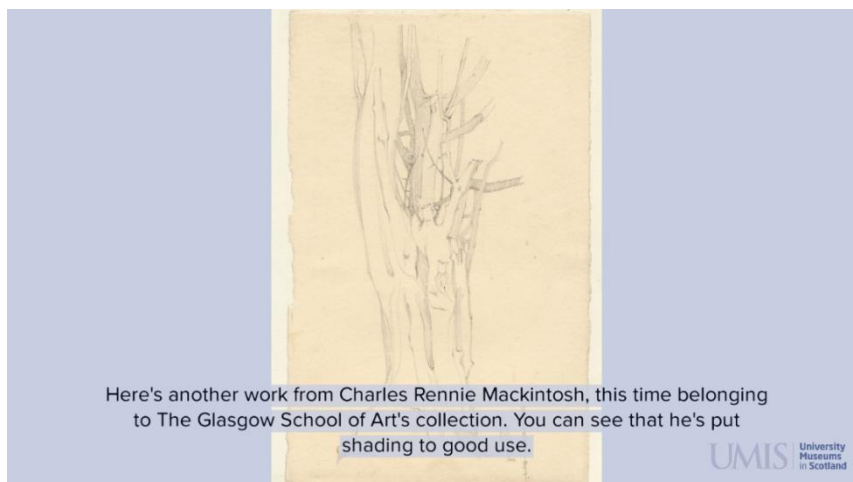
Adding a shadow to your work is also a really good way of quickly making it look more 3D, as we can see in this drawing of snails from the University of Dundee's art collection.



2. You can use shading to try and make your object seem more realistic as Lindsay Reid, the artist of this portrait from the University of Edinburgh's art collection has done.

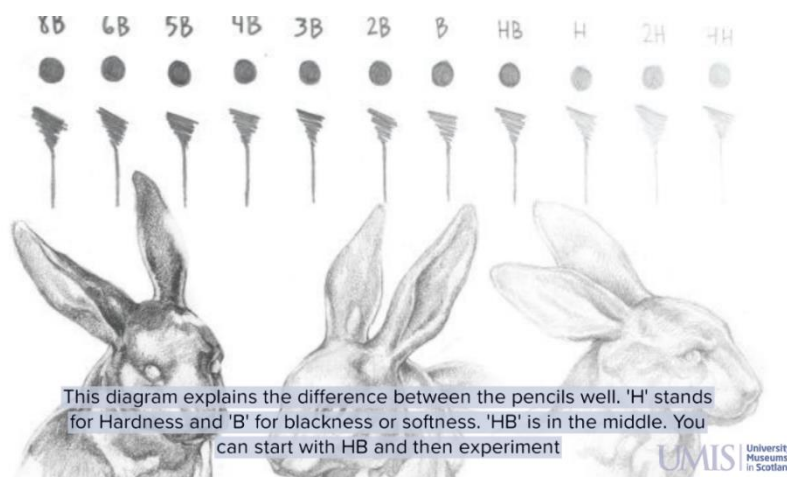


Here's another work from Charles Rennie Mackintosh, this time belonging to The Glasgow School of Art's collection. You can see that he's put shading to good use.

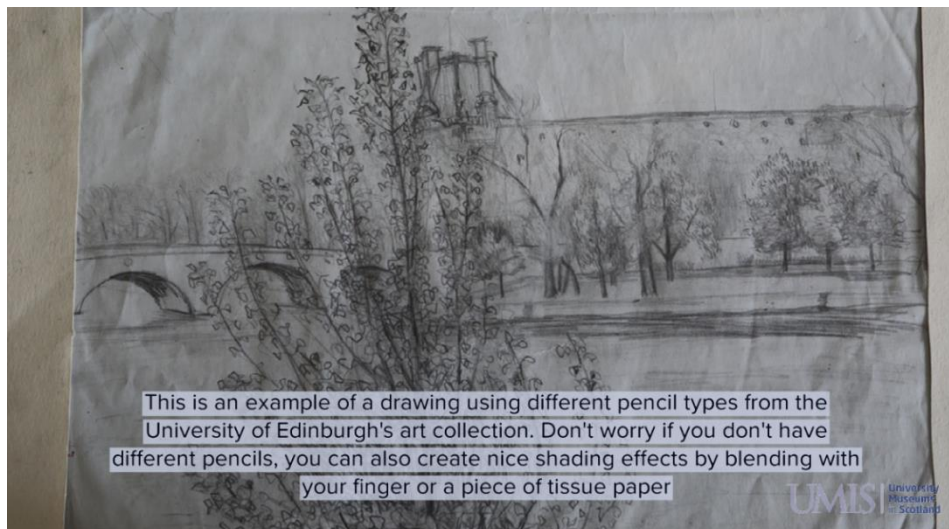


If you have sketching pencils, now might be a good time to use them to help with shading effects

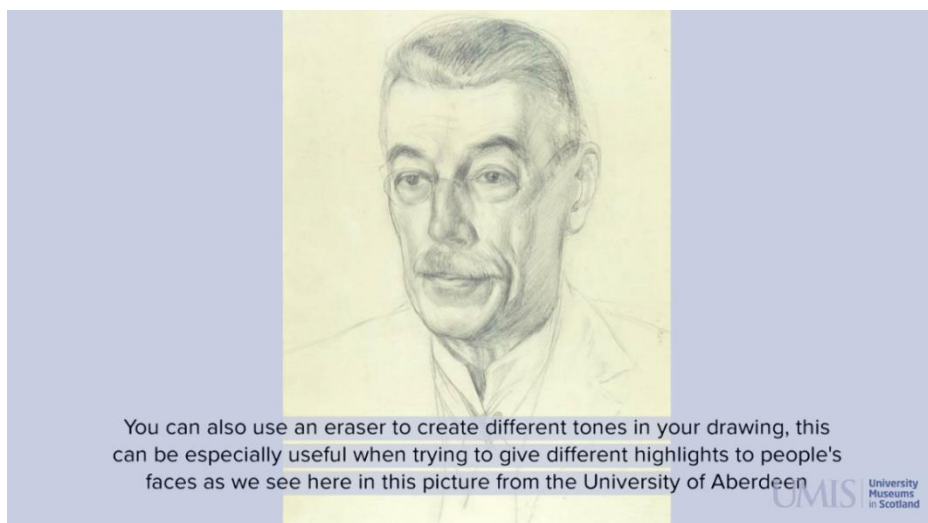
This diagram explains the difference between the pencils well. 'H' stands for Hardness and 'B' for blackness or softness. 'HB' is in the middle. You can start with HB and then experiment.



This is an example of a drawing using different pencil types from the University of Edinburgh's art collection. Don't worry if you don't have different pencils, you can also create nice shading effects by blending with your finger or a piece of tissue paper.

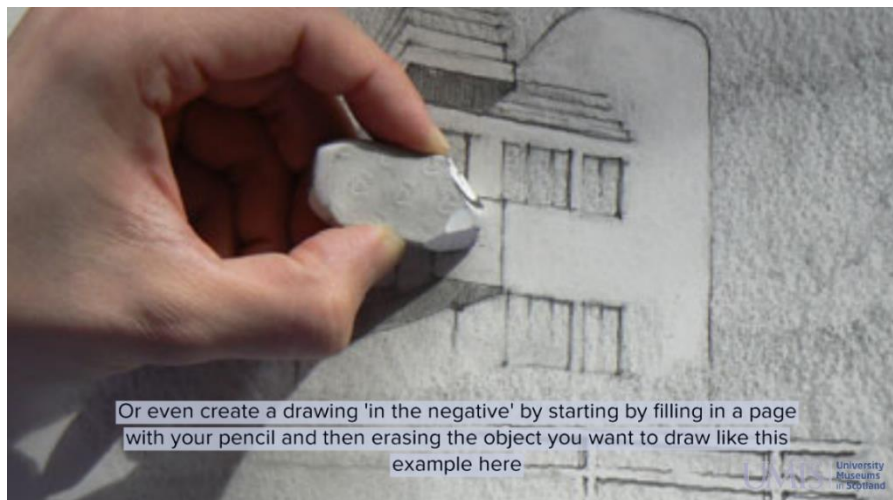


You can also use an eraser to create different tones in your drawing, this can be especially useful when trying to give different highlights to people's faces as we see here in this picture from the University of Aberdeen.

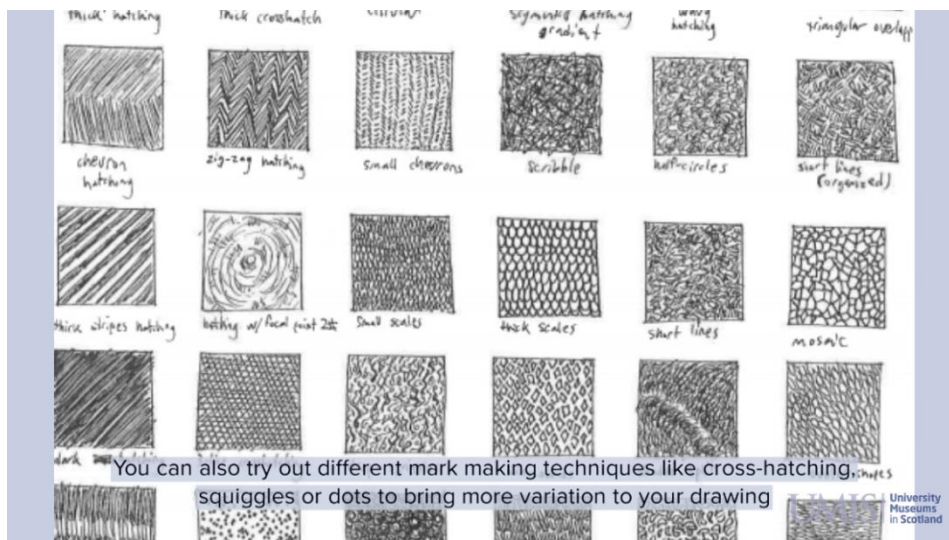


If we look more closely, we can see that the artist has shaded in the whole face and then used an eraser to add whites to the pupils, and highlights to the bridge of his nose and his lips, for example, which helps bring the whole picture to life.

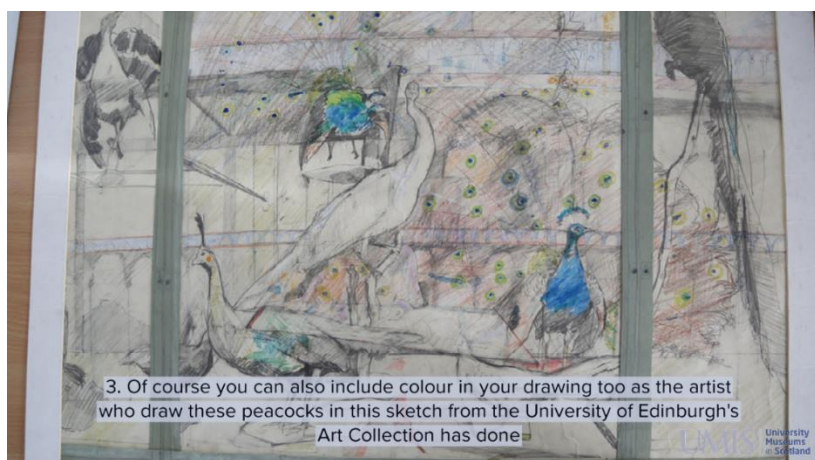
Or even create a drawing 'in the negative' by starting by filling in a page with your pencil and then erasing the object you want to draw like this example here.



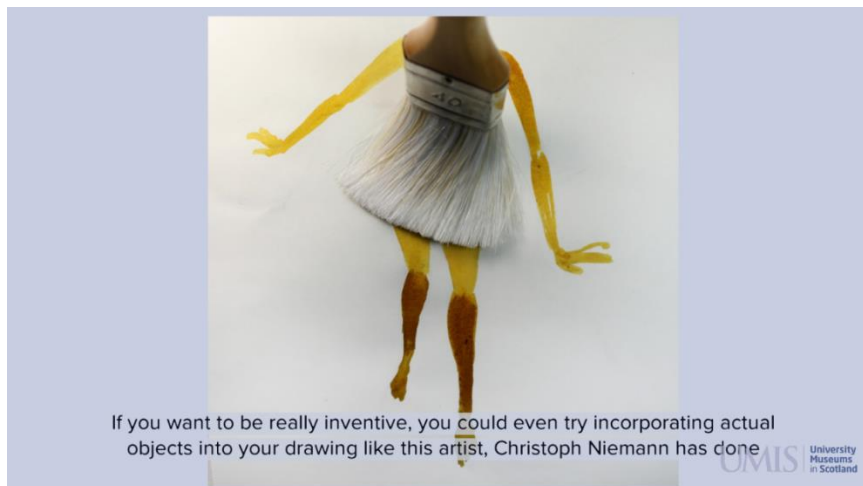
You can also try out different mark making techniques like cross-hatching, squiggles or dots to bring more variation to your drawing.



- Of course you can also include colour in your drawing too as the artist who draw these peacocks in this sketch from the University of Edinburgh's Art Collection has done



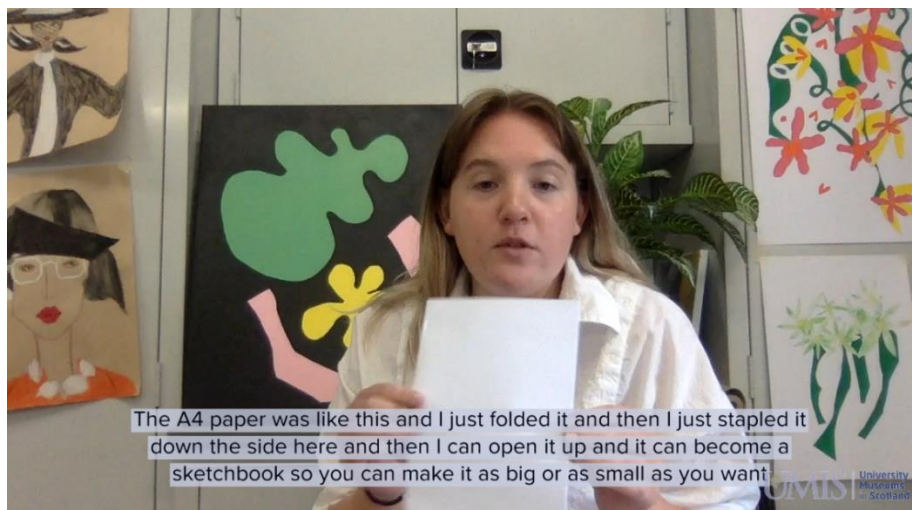
If you want to be really inventive, you could even try incorporating actual objects into your drawing like this artist, Christoph Niemann has done.



You can see more of Christoph's work here: <https://www.christophniemann.com/detail/sunday-sketches-2/>

To end, we're going to here a few tips from Georgia Bayne, Final Year Illustration student at Duncan of Jordanstone's College of Art and Design.

Hi everyone, my name's Georgia and I'm a Third Year illustration student at Duncan of Jordanstone College of Art in Dundee. I'm going to give you a couple of tips just about the fact that your drawings don't have to be perfect, I'm an illustrator and I make mistakes almost every single day. It's almost the failure that gives you a little bit of authenticity in your work, so don't worry if you don't think its perfect. Another thing is that I really encourage everyone to keep a sketchbook so if you can't access a sketchbook, you can just fold up some A4 paper.



The A4 paper was like this and I just folded it and then I just stapled it down the side here and then I can open it up and it can become a sketchbook so you can make it as big or as small as you want.

This is obviously A5 size, but if you do have a sketchbook then feel free to keep one, these ones are available online and are inexpensive, you can go as big and as small as you want. It just really helps you keep a record of your journey throughout this process, especially with your first activity which is drawing your object to represent you. I'd really recommend to draw your objects multiple times. I'm not saying spend hours on it but just take 20 seconds to draw your object and draw it again and draw it again until its where you want it to be because I feel like you'll really get a lot out of that.

Hopefully these tips help and I'm really looking forward to seeing all your drawings. Good luck!

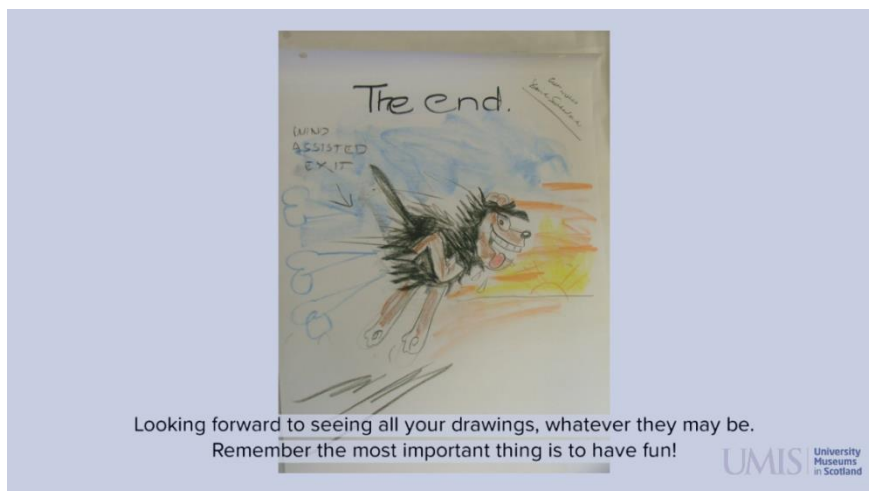
In summary:

- 1) Really look at the object you want to draw
- 2) Look for shapes in the object and draw them first
- 3) Start by sketching loosely and then refine

For more advanced drawings:

- 1) Think about making your objects look more 3D by including more faces
- 2) See if you can use shading to add depth
- 3) Think about using different types of marks and/or colour to add variety to your sketch

Looking forward to seeing all your drawings, whatever they may be. Remember the most important thing is to have fun!



To see more from the Universities art collections:

University of Aberdeen: <https://www.abdn.ac.uk/museums/collections/>

University of Dundee: <https://www.dundee.ac.uk/museum/collections/>

University of Edinburgh: <https://collections.ed.ac.uk/art>

The Glasgow School of Art: <https://gsaarchives.net/>

University of Stirling: <https://www.stir.ac.uk/about/art-collection/>

Park Troopers – “Colorful plastic monkeys” · Marten Newhall – “Bend man” · Marten Newhall – “Bend man”

University of Dundee: David Sutherland, 'Untitled' (DUNUC ARTS:4315/3)

Moir Macgregor, 'Black Plums' (DUNUC ARTS:5255 and 5251), Jim Petrie, 'Untitled' (DUNUC ARTS:4627/2)

University of Edinburgh: Lindsay Marshall, 'Unknown' (EU3655), Unknown, 'Notes for a Final Composition' (EU3630)

The Glasgow School of Art: Frederick Selby, 'Alexandria, Egypt' (GB 1694 NMC/0155B), Charles Rennie Mackintosh, 'Tree' (GB 1694 MC/G/7)

University of Stirling: Richard Demarco, 'Stirling Castle and Pathfoot' (1972.32), Charles Rennie Mackintosh, 'A corinthian capital, San Lorenzo, Rome' (1981.1)

University of Aberdeen: D. M. Sutherland, Drawing of Dr Cromar Watt (ABDUA 30687), James Skene, Drawing of Marschail College (ABDUA:30309)

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