

Developing Sketchbooks Online workshop with Dionne Swift

The Essentials

So what do you think are some of the essential ingredients of a sketchbook?

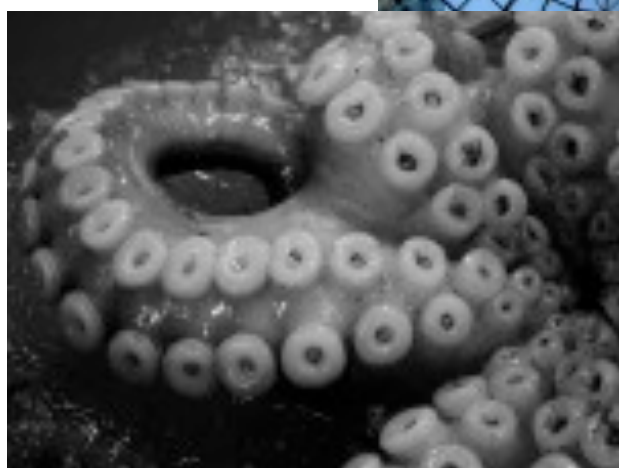


TASKS

- Brain storm, mind map – however you describe it, the words and text that relate to your topic are an important aspect in the development of your book. You can write in any media you like – anything from pencil, pen or sewing machine just get that information down!
- Working at a fairly fast speed [try timing yourself: 30 seconds each page?], do a similar brain storm technique for all the visual responses you have to your theme. Be spontaneous and draw out all the circular qualities you can think of – no matter how basic you feel they may be at the time.
- Collect relevant found imagery and make reference to other Artists work. A useful sketch book shouldn't necessarily be full of this, but inspiration from others and making connection is definitely a positive.

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Take a look at the few images below then find your own to suit your own aesthetic – these are examples to get you going.



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SUGGESTIONS

- Don't worry about what you put down initially – you don't need to use it all.
- As notions develop, follow them, let things flow: you're allowed to 'go off piste'!!
- Remember you creating your own ideas – don't fill every page with someone else's images/work. Being inspired by others is great, but this should be all about you!
- Mix up your media: go large, go small, build layers and discover some unexpected surfaces and images, be playful, go slow, go fast. Work back over existing circular images.
- Find circular objects or tubes to use as a printing or stamping tool – I have a small Hoover attachment that gets more use that way!
- Be led by the brainstorming lists – it's good to refer back to them occasionally.

What do you feel are the 'essential' ingredients?