



EDITORIAL PREP

Preparation for **THURSDAY'S LIVE ZOOM**

Welcome, Artists!

One of the coolest parts about working in Editorial is that not only do you get to draw pictures for a living, but you get to read manuscripts or listen to audio or video pieces and come up with visuals to tell the story. I loved that part when I was a full-time illustrator for over a decade, and you will love it, too! You'll be amazed at all the different things you're asked to draw and then the cool part is you get to explore and research. You will find that over time your drawing gets better and your repertoire—all the things you're capable of drawing—expands. You will become a better illustrator, enjoy it more, and get more work.

Sometimes it's you might get an assignment like drawing types of shoes, for example. That's pretty straightforward. But sometimes it's more conceptual; you might be asked to illustrate a manuscript with larger concepts like freedom, stress, or finding balance, for example. It's harder, but fortunately I'm going to teach you how to illustrate ideas.

On Thursday, we're going to play some concept games which I have dreamed up just for you for this course. So, to prepare for that and for your assignment, I'd like you to spend the next few days drawing things that represent this word:

COMMUNICATION

'Communication' is a concept. It's an idea.

That doesn't mean you can't draw objects that tell the story of the concept. In fact, that's one of my favorite things—to draw objects tell the story of a concept.

Think about objects or scenes that tell the 'story' of communication. You can make a page of little single item drawings, which are called icons. You can draw a scene. For example, you might draw two people talking. You might draw a cell phone with a text on it. You can draw objects, or scenes, or whatever you like.

How do *you* communicate? What tools do *you* use? When do *you* communicate? Do your pets communicate with you? Draw your ideas. Think of these drawings as studies, investigations, and research. There is no right or wrong for this exercise; some things will be more clearly 'communication', and other items might be a bit more abstract. Your style might lend itself to a literal concept; it might be more implied or abstract, as long as it 'smells' like 'communication'.

You can make sketches, or you can make finished art. It's all up to you. It's just a warmup exercise.

Go ahead and post them in our private Facebook group. I'm excited to see what you do! Remember, this is not a test! :-) This is a warm-up. It's idea gathering. Have fun with this! Play!

See you in our first Zoom on Thursday!

Xo
Lilla