How I use my Sketchbook as an Illustrator, by Alice Bowsher

In the series 'How Artists Use Their Sketchbooks', we are celebrating the different ways in which artists use their sketchbooks, spanning across a range of disciplines, to open up minds as to what a sketchbook is and can be, from the perspective of practicing artists.

In this video, illustrator <u>Alice Bowsher</u> shares with us how she uses sketchbooks in a professional capacity, to take notes, write timelines, and generate ideas, as well as also for her own personal practice, as a space to experiment.

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What We Like About This Resource...

"I really like how Yu-Ching's process combines hand-drawing and painting, before moving across to digital. Combining those processes ensures that the illustrations retain a very warm, tactile look to them, but the digital element refines the imagery. We really like what Yu-Ching says about the benefits of silent books being universally

understood and feel that the benefits and challenges of not using words means that the imagery has to be really clear, which encourages lots of exciting creative problem-solving." — Tobi, AccessArt

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Artist Residencies in Schools

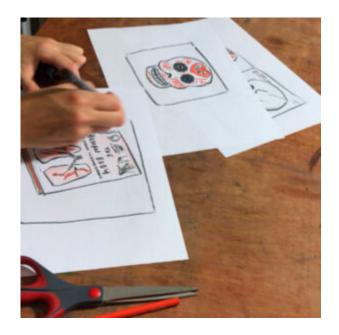
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What We Like About This Resource...

'This resource really demonstrates how art can successfully bring awareness important to humanitarian issues, promote inclusivity and can give a platform to those who otherwise wouldn't be heard. The links between text, photos and drawings are really strong and demonstrate the creative process used by Olivier from start to finish. I really like the inclusion of suggestions for students within the post, which encourage students to learn more about their community and to understand the experience of being displaced. This is turn will hopefully inspire the next generation to be part of an inclusive and empathetic society.' - Tobi, AccessArt

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Which Artists: Merlin Evans

What We Love About This Resource...

So often, we hear talk of the distinction between science and art, and no more so when teenagers proceed through their education and they are encouraged to choose one route or another. In reality, creative thinking helps scientific understanding and a scientific approach can inform and inspire art.

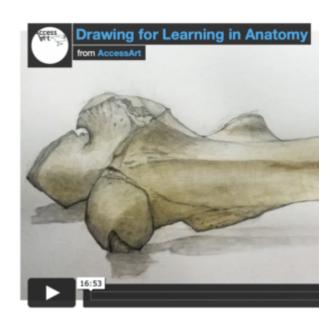
It's so refreshing to read and see Merlin's experience and understand how she works between

these two areas — in her words "mixing subjects, and seeing how they work and intersect is where inventions take place!"

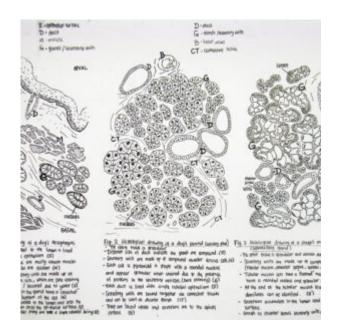
We also love the way her work embraces the *felt* world of being human, as well as the *known* world. We're sure many young people will find Merlin's work of interest and reassuring when they are pressured to choose "art or science".

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Which Artists: Claire Harrup

What We Like About This Resource....

"We really enjoyed reading about the process of creating art work according to a design brief and how the experience of this differs to when an artist begins with their own idea or concept. That's not to say an artist can't approach a brief with their own individual style and ideas, but what this post shows us is that there can be a balance between the two. This would be a great resource to show older KS pupils who may be beginning to consider their options beyond Primary School". — Rachel, AccessArt

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This is featured in the '2D Drawing to 3D Making' pathway

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Which Artist: Rachel Parker



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Which Artists: 2B or Not 2B

Which Artists: Nathan Ward