

Revisionist Storytelling

Drawing 1 – Professor: Joe Meiser

Project Overview:

In this project you will create a drawing that depicts an existing story, folktale, or myth, but you will retell the story in your own way, reinventing it as you see fit. In order to enhance the depth, meaning, and visual interest of your project, you will first create a diorama that depicts the story. You will then use this diorama as a visual reference for your drawing.

In this project we will focus on the following technical skills: employing a full range of value, accurately representing local value, composition, the accurate depiction of form, proportion, and effective spatial dynamics.

Step 1: Choose an existing story, folktale, or myth and answer the following questions in writing; your response should be 200 to 300 words in length.

- Tell what story you chose and why you selected it.
- In literature and in cinema there is often special attention paid to turning points and climaxes because these intense moments draw the viewer in. Please choose a key event/moment from your story and describe its significance.
- As an artist, you have the opportunity to exercise poetic license in the translation of the story. Please tell how your depiction of the story will be *different* from the original version, and tell *why* you plan to alter it in this manner.

When you're finished your written response, post it on the class website by following these instructions:

1. Logon as a user at: <http://drawing.blogs.bucknell.edu/wp-admin>
2. Create a new post by clicking up toward the top of the page on the "+ New" button.
3. Once the post screen comes up, check the "Writing Assignment" box to the right to put the post in the correct category.
4. Create a title for your post in the field provided. Please include your name, and something about the story you've chosen-- something like: "Joe Meiser, The Red Slipper"
5. Please add an image to your post that relates to the story you've selected.
6. Remember to push the blue "publish" button when you're done.



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Step 2: Gather your own objects and materials to use in the construction of a diorama, and a small box to assemble it all in. Your diorama should be composed entirely of three-dimensional items, not 2-D images. The *stuff* you collect could include: toys, clothes, organic material, trash, or any other objects or materials that will work well to represent your idea.

It is best to start your search by creating a clear mental image of the scene that you want to depict. This will make it easier to decide what to collect. For inspiration, take a look at the diorama examples on the front page of the class website.

Step 3: Create your diorama. You may assemble your diorama on your own if you have your own materials and tools, or you can feel free to visit the Seventh Street Studio (formerly known as the Craft Center), located next to the 7th Street Café; their hours are:

- Monday through Thursday noon to 10:00 p.m.
- Friday, Saturday and Sunday 5:00 p.m. to midnight

You will draw from your diorama for the next couple of weeks, so be sure to put in the time to make it interesting.

Step 4: Follow these steps as you begin your drawing:

1. On another sheet of paper, draw five thumbnail sketches of possible compositions. *Please include these finished thumbnails in your research binder.*
2. Choose the thumbnail with the most dynamic composition.
3. On a piece of good 18" x 24" paper (not newsprint), sketch out your composition. Work general to specific. Begin by sketching the whole image out loosely and quickly; try to get everything roughed out in less than three minutes.
4. Use "angling" to check the accuracy of the major linear movements in your composition. Use visual measuring to check the proportional relationships.
4. Start to identify large value shapes in your image. Begin by dividing the image into three major categories: white, gray, and black. Use your graphite stick and blending cloth for this step.
5. Use the value scale at the bottom of this page to check the accuracy of the value in your drawing; do this by holding the value scale in front of a part of your still life, then squint your eyes and look to see what part of the scale matches. Then compare this to your drawing to check that the values in your drawing match the corresponding local values of the still life.
6. As you begin to feel confident about the accuracy of the values in your drawing, continue to refine your drawing and add fine details.

NOTE: You will have time to work on this drawing during some of our upcoming class sessions. With this in mind, make sure that you hang on to your diorama and keep it in the classroom so that you can refer to it during the allotted work time.

