

notes

To compare and contrast the techniques, tools, and their affect on thinking processes of Analogue and Digital drawing.

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Intro:

- Me as a design tutor
- Explain that students will explore the differences between these two approaches using physical means and reflecting on the differences. OBL means leading from physicality not concepts.
- Doing the same thing using Analogue and Digital means – by drawing a line as expressively as possible, and a small drawing of the pencil / stylus.
- Explain how it works practically! – Equipment and the use of.
 - 2 Groups, swapping then coming together to compare Analogue and Digital.
- To analyse the two different working methods, and the effects they can produce, as well as the physical objects themselves, to compare and reflect on the advantages and challenges of each.
- It's the Process not the Result – not about your quality of drawing, just what happens in the process of making that drawing. Don't want to distract by focussing on quality of your drawing of the object as it is simply about the process of making a mark – don't worry if you don't feel confident about drawing. Inclusivity and Levels. (may need to expand on that for beginners in drawing - explore a variety of approaches)
- and by extension conceptually how this might affect the recording and visualisation of our thinking process
- Questions?

Time them x 2

Prompts to get the group discussing for the small group chat:

Write down some advantages and challenges for each, on the worksheet

Prompts for larger group chat:

- highlight 2 main differences and 2 main similarities.
- Which method felt more natural?
- Did you enjoy the tactile feel of the pencil or the convenience of the iPad?
- “How did the tools affect your creativity?”
- What did they prefer? Maybe a hands up vote?
- What did you find easier or more challenging in each method?
- Which method do you prefer, and why?
- Consider the impact of technology on artistic expression. How might your choice impact your future artistic endeavors?

Digital Advantages:

- undo/redo, color options
- Easy Corrections: Undo, redo, and refine without fear.
- Cost-Effective: No need to buy endless art supplies.
- Efficiency: Layers, anyone? Organize your work seamlessly.
- Precision of digital tools and the ability to undo mistakes.

Digital Challenges

- lack of tactile feedback
- Learning Curve: Software navigation and tablet handling.
- Lack of Tangibility to see what you have actually made – unless for screen
- Disconnect from Materials: The screen replaces the canvas.

Analogue Advantages

- keeping our mistakes and first drafts helps to understand our process, and we may even want to go back to them. Authors
- pencils engage our senses—texture, weight, and the feel of paper.

Analogue Challenges

- Reflect on differences: Discuss the differences in workflow and precision
- Embrace 'happy accidents' and first attempts can improve our work in surprising ways

Conclusion

- show presentation
- Fundamental means of human communication and creation, oldest form of visual communication etc