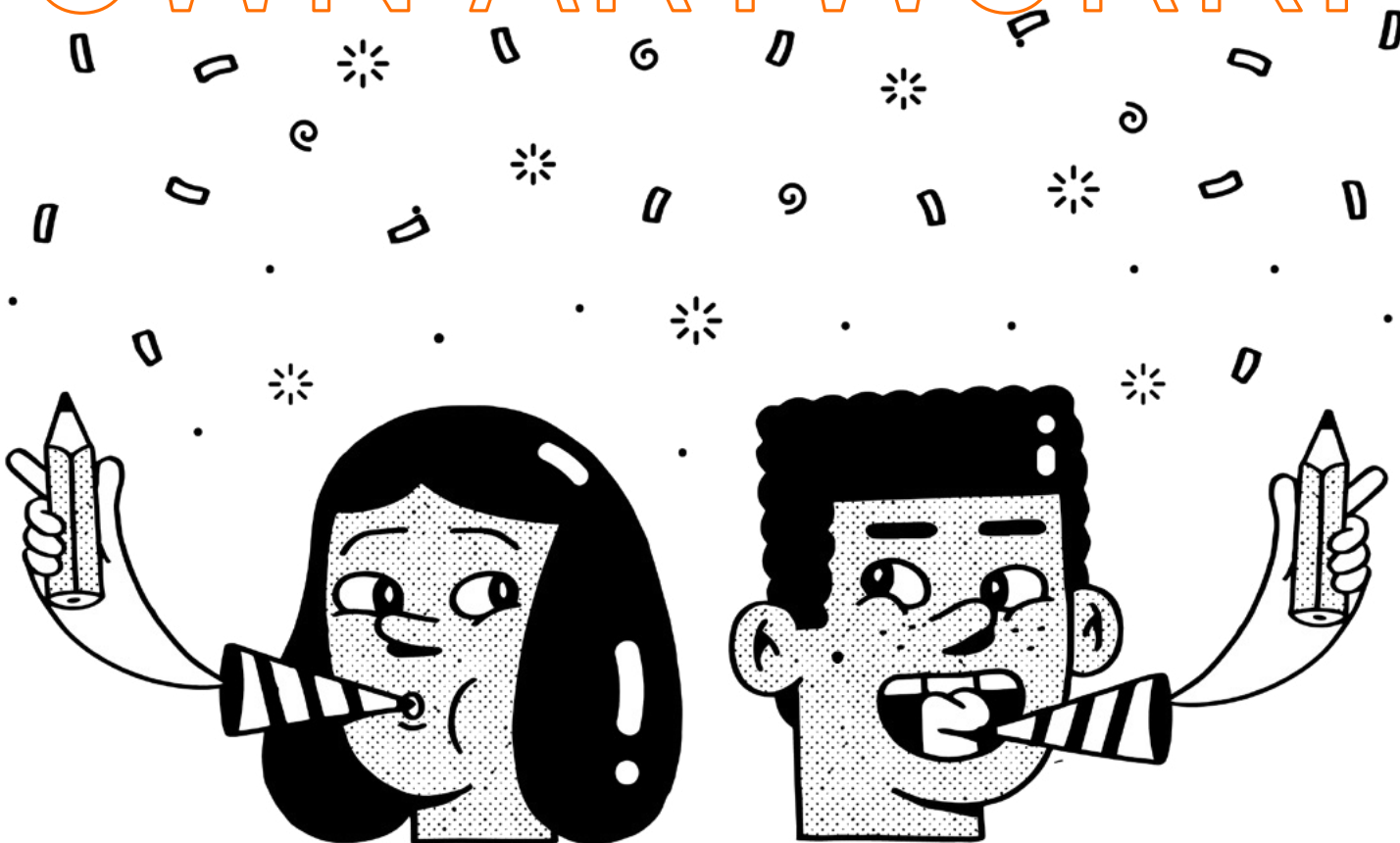


CREATE YOUR OWN ARTWORK!



Illustrations created especially for Turner Contemporary by Margate based artist Jack Cant

Without a theme creating art from scratch can be daunting, but there are some great ways of generating ideas and developing them into your own masterpiece. All artists have their own unique creative process – use this resource to spark ideas and take you through the process of creating your own artwork.

- Who decides what art we see?
- How would you decide what art is shown in the exhibition?
- Should there be a selection process or should all art entered be on display?

CREATIVE WARM-UPS!

Use these exercises to get into a creative headspace – they might even inspire your final artwork.

Tip: Visit our creative mindfulness webpage for more simple creative warm ups:
www.turnercontemporary.org/creative-mindfulness/



Illustration by Jack Cant

Automatic writing: Write with no plan. The point of this exercise is to not think about what you're going to write, just let the pencil take control and write continuously. When you're done, look at what you've written and pull out any words or phrases that inspire you. Does it give you any ideas to be creative? Try this for 1 minute, then try longer intervals.

Musical doodles: Listen to some pieces of music and draw or paint along. Let the music inform your gestures and movements. What different marks can you make?

Observational sketches: Like many artists JMW Turner would keep a sketchbook to make rough sketches when he saw something inspiring. Put pencil to paper and draw the people, animals and objects around you. Draw movement, or a still life. Visit a local park or the beach and sketch the scenery. It doesn't matter how rough the sketches are.

Blind contour drawing: Pick an object and draw it without lifting your pen from the paper, or looking down at your drawing. Carefully trace the object with your eyes, and look at the final result when you're done.

? Can art be anything? Look around you and count all the different examples of artforms.

COMING UP WITH IDEAS

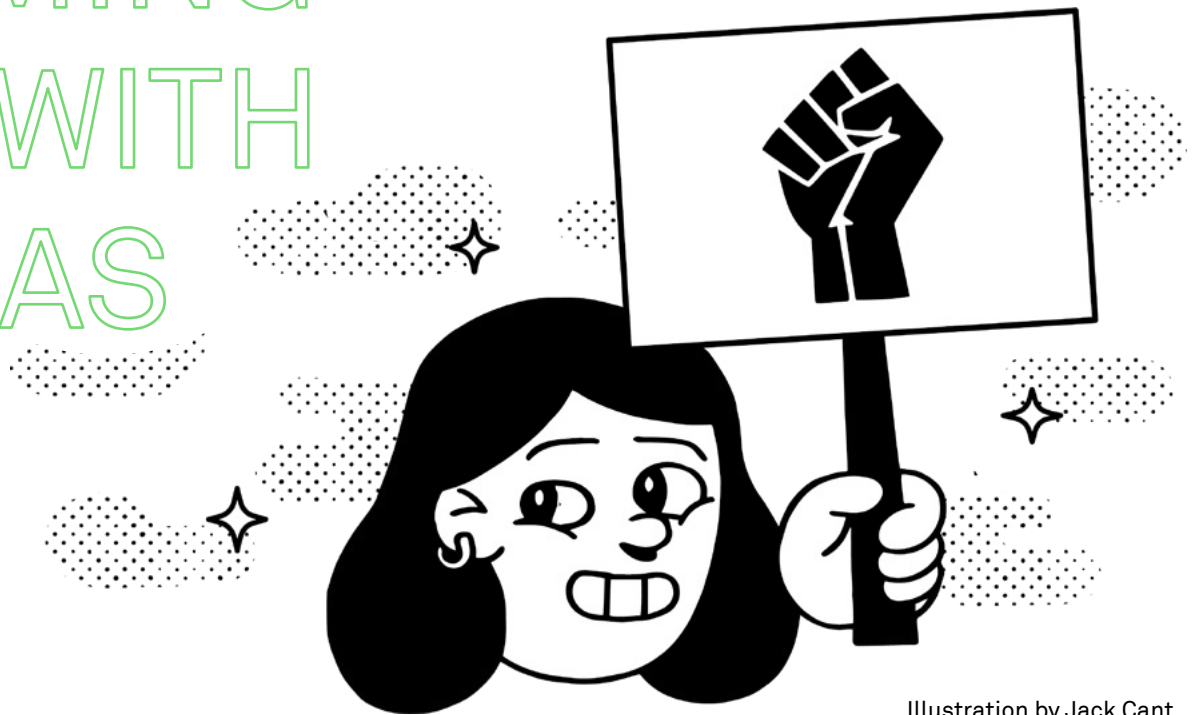


Illustration by Jack Cant

What do you want to say with your artwork? What are you going to be inspired by?

Choose an everyday object and write down or draw all the ways it could be used. E.g. a toothbrush is a paintbrush, a phone screen is a cinema for insects. Think outside the box!

Create a self-portrait. Does the self-portrait have to be your face? What are the different ways you can represent yourself? Use words, objects and images. Use colour and texture to show your personality or your mood.

Think of someone you admire. How could you tell their story?

Think of something you care about. Can you make an artwork to tell others why it's important?

Artist inspiration: There are different ways to communicate why an issue is important. In August 2020 the People Dem Collective created an exhibition of banners and signs from the Black Lives Matter marches in Thanet. John Sabraw is an artist who turns pollution into art, creating paintings out of toxic water from acid mines.

Be inspired by your experiences: whether it's an everyday occurrence, a life event, or even a dream you had - inspiration could be right in front of you

Tip: Give yourself 2 minutes to rapidly write down as many ideas related to your chosen theme. There are no wrong answers! Choose one to take forward.

CREATING THE ARTWORK

You now know what you want to say,
so how do you want to say it?

What materials might work best to express your idea? What resources do you already have to hand? Experiment with different kinds - you can always try different iterations of your idea before finding your final piece.

■ You might want to use traditional materials. If you decide to paint, what kind of paint will you use? What colours could you use, and how could you layer these? Could you apply the paint in an unusual way?

■ Make a film: Could you record a performance, make a documentary, or tell a story? What can movement communicate that still artworks can't? How can you use lighting, sounds, and camera angles?

■ Use found materials: recycle used materials, use objects that mean something to you, or find natural objects outdoors. Find 5 objects and balance them to form a sculpture.

Artist inspiration: Cornelia Parker creates works from objects that have histories, like steamrolling over brass instruments to squish the air out of them, or blowing up a shed and suspending all of the pieces mid-explosion.

■ Go abstract: Use colour, texture, lines and shapes to represent an idea or feeling. Could you try this with 3d materials?



Illustration by Jack Cant

Have fun with creating your artwork!

