**Drawing sounds**

**Intro**

Push your mind, play with the senses, and explore the boundaries between sound and sight by representing sounds with shapes and colours.

**Page 1:**

**Visualising Sound**

Artists throughout history have been inspired by music. Vassily Kandisnsky or Juan Miro for example wanted to convey the complexities of classical music through art with ground-breaking surrealist images. Miro even went as far as representing a single blue dot on a white canvass - in his words: ‘In silence, even the smallest sound is important’.

**Page 2:**

**Choosing your instruments**

Choose a drawing instrument (or multiple). Any will do. This will be your instrument, your conductor’s stick, and brush all at the same time.

**Page 3:**

**Finding a sound**

Next choose a piece of music. Instrumental is best as lyrics can be distracting. I personally love [Ravel’s Bolero](https://www.youtube.com/watch?v=6NDwT6SCfk4&ab_channel=FranceMusique).

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**Getting started**

Immerse yourself in the music and try to convey its visceral qualities on paper. You could try and make out the different instruments and rhythm to start with. For example how would you represent the sound of a guitar? Or a flute maybe? Is the piece hurried or melancholic? What marks would represent that better? Still no idea? Just go for it, I’m sure you’ll catch on!

**Page 5:**

**Transcribing onto paper**

Once you’ve started, try and let go try to let the rhythm of the music dictate your lines. Be methodical or free flowing. Try and capture certain themes or the overall quality but most important is not to deliberate over your marks.

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**Nice one maestro**

All done? How did that feel? Whether or not the end product looks like anything, the most important thing is that we are trying to tap in to new pathways between sound and vision. Conveying the senses in one form or another is notoriously difficult but practice can help us see outside the box.

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**Taking it further**

Try the activity again with various sounds or pieces of music. Alternatively, try composing your own piece of music with an imaginary score. See above for examples by Pablo Palazuelo. Try keeping some consistency on each score but also feel free to experiment with styles from score to score.