

Drawing Project: Process Drawing

A process drawing is a drawing that begins with a process as opposed to an idea. The path from beginning to completion is non-linear. What does this mean? Consider the Creation of Adam by Michelangelo. There is a *linear* process for this kind of artwork. First, rough sketches are made. Models are recruited and posed. The sketch is refined into an under-drawing. Value studies are made to clarify the light and dark layout. Finally, color is added.

A process drawing begins with experiments. You must begin with a “test sheet”. This test sheet will be a catalog of techniques with different materials. Ultimately, we will be using thick watercolor paper so use materials that are suitable for that: pencil, pencil crayons, watercolor, gouache, micron pen, india ink, or whatever you want.

Try to formulate some ideas while making your test sheet. Think of patterns that are repeatable, ways of overlapping shapes, interesting lines (wavy, straight, jagged). There are no rules.

Look online for references. Some artists that have a particularly “process-oriented” style: Jacob Van Loon, John Cline, Zio Ziegler, Alexander Ross.

Materials:

The only thing you absolutely need is a 22”x30” piece of paper that is at least 150 GSM (a measure of thickness - grams per square meter). A higher GSM means it will withstand more material without warping. I recommend Stonehenge paper or Rives BFK. Arches is OK but it tends to be too rough for anything other than watercolor. Take a good look at your options.

You will cut your paper into quarters - one will be your test sheet, one will be your actual piece. Make sure to include ½” margins.