

For DIGITAL Team:

Creative Practice Arguments:

- “Unlimited undo/redo enables fearless experimentation”
- * Example: Digital painters can try multiple color schemes instantly
- * Counter they might face: “Constraints breed creativity”
- * Response: “Digital constraints can be self-imposed, but restrictions can’t be removed from analog”

Professional Development Arguments:

- “Digital portfolios reach global audiences instantly”
- * Example: Artists gaining commissions through Instagram/ArtStation
- * Counter they might face: “Digital art is oversaturated online”
- * Response: “Digital skills let artists stand out across multiple platforms”

Technical Arguments:

- “Digital tools simulate any analog medium plus offer unique effects”
- * Example: Procreate offering both watercolor simulation and particle effects
- * Counter they might face: “Digital can’t truly replicate analog texture”
- * Response: “Digital offers unique textures impossible in analog”

For ANALOG Team:

Creative Practice Arguments:

- “Physical interaction develops deeper material understanding”
- * Example: Understanding paint viscosity through direct mixing
- * Counter they might face: “Digital has pressure sensitivity and texture”
- * Response: “No tablet can replicate the full sensory experience”

Professional Development Arguments:

- “Original analog works have higher market value”
- * Example: Gallery prices for paintings vs digital prints
- * Counter they might face: “NFTs create digital scarcity”
- * Response: “Traditional art market has centuries of stability”

Technical Arguments:

- “Analog mistakes lead to unique innovations”
- * Example: Accidental paint drips becoming signature techniques

* Counter they might face: “Digital has randomization features”

* Response: “True randomness can’t be algorithmic”

Sample Cross-Examination Questions:

For Digital Team to Ask:

1. “How do you handle client revisions with analog work?”
2. “What’s your backup solution if an original piece is damaged?”
3. “How do you reach international clients without digital portfolio tools?”

For Analog Team to Ask:

1. “What happens to your work if file formats become obsolete?”
2. “How do you create genuine one-of-a-kind pieces digitally?”
3. “How do you handle power outages or system crashes?”

Final Focus Key Points:

Digital Team:

1. Efficiency and workflow speed
2. Global reach and marketability
3. Versatility and adaptability

Analog Team:

1. Tangible value and uniqueness
2. Direct material connection
3. Independence from technology