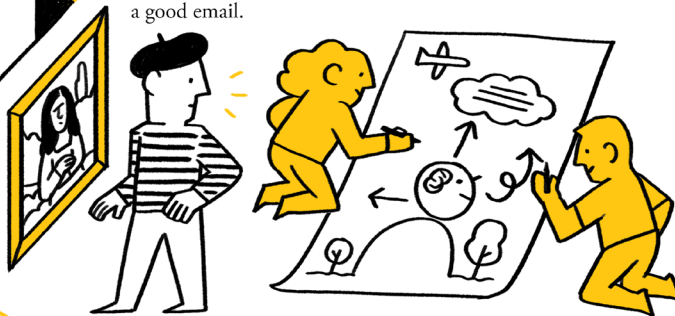


# SCRIBERIA'S ADVICE ON HOW TO DRAW ANYTHING

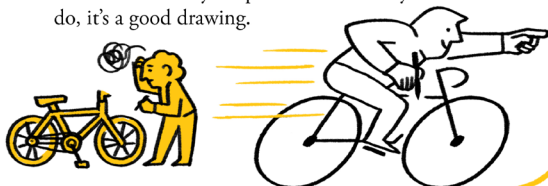
## FORGET "FINE ART"

You don't have to be a trained artist to make a good picture, just like you don't have to be a professional journalist to write a good email.



## VALUE THE PURPOSE

Are you drawing to explore, dream, plan, remember or communicate? If your picture does what you need it to do, it's a good drawing.



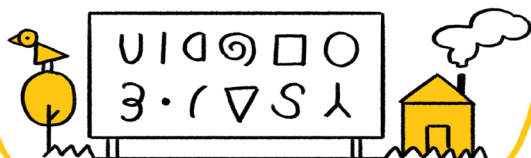
## MAKE STRONG MARKS

A confident line signals confidence in the idea.



## KEEP IT SIMPLE

Aim for 'maximum meaning, minimum means' (Abram Games). Use the Drawing Alphabet to help you.



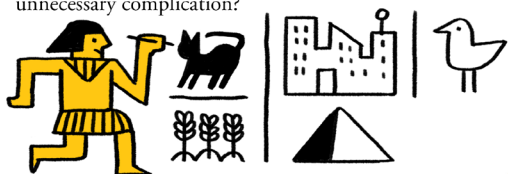
## THINK BEFORE YOU INK

Remember, the clearer the thinking, the easier the drawing. If something seems too hard to draw, use that as a prompt to break it down into its essential elements and refine your analysis.



## DRAW LIKE AN EGYPTIAN

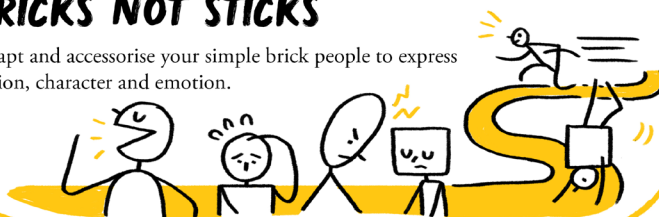
Does your picture need perspective or is it an unnecessary complication?



## BUILD WITH

## BRICKS NOT STICKS

Adapt and accessorise your simple brick people to express action, character and emotion.



## BORROW TRICKS AND TIPS

Take ideas from cartoons, infographics, road signs, cartoons, emojis and maps.



## BE A PROUD VISUAL LEADER

Help others get comfortable drawing by showing how it's a useful everyday tool.



## UNLEASH DRAWING'S SUPERPOWERS

Make the invisible visible to create a valuable piece of communication.

