
Why I Draw?

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Have thought about this over the years, but generally because I never stopped. Drawing is a sort of language. For various reasons people find more 'preferable' ways of communicating with others, expressing themselves, figuring out things they are going through etc than they did as kids [when we pretty much all drew].

If you make it past the childhood drawing phase and into the teen one where people outside of loving relatives see what you are doing and therefore give less uninfluenced by who you are critiques then you are generally drawing mostly for the pleasure of improving.

Post teen years you start to get the drawing for actual income of some sort.

As for the personal figuring things out thing, it took me into my late 20's before I was generally pleased with how well what I had in my mind matched what I could put down on paper with a pencil. Which leads to the Preferred tools part.

Paper and pencil is the basic go to and usually have a sketchbook/paper and pencil/pens around whenever I go out. At home it's often using the Adobe programs with a Wacom pen tablet. This too took some time to adjust to digital art though I began with MS Paint and a mouse which taught me the hand-to-mouse-to-screen coordination.

Still tend to have the pipeline of sketch things on paper, then transfer to computer; so I would not say it is too separated for me in the creation process. As for the actual medium, the ability of having layers and undoing work makes up for any loss in 'feeling' of actual pen or anything else on paper.

I look forward to eventually using the tablets with a screen built in as that should make it even closer to actual analog drawing. Shall mention again here the limitation of MS Paint pixels to being able to use a tablet with increased fidelity, brushes, canvases etc has been a n experience I valued. The applications, programs and tools continue to improve that I am far behind the current abilities of other drawers.

Hope to take my drawing to gaming. Which will mean working more with 3D space. I enjoy sculpting in clay and other physical mediums. However when you sculpt with 3D programs, especially when using a pen tablet, it is almost like drawing sculpting. Which I imagine is a skill that can transfer into augmented reality drawings in 'space'. But I expect at some time my mind will just say 'enough learning new tools' and try to make the best of what I already know and have access too, but shall continue to be awed and inspired by what other creations continue to be realized.





