



Title: World-Building: With Music!

Date: 2020-7-22 **Time of day:** 10:00 AM

Artist: Aberswyth van Bueren

Materials/Prep: Paper (sketchbook recommended), computer applications you can write and/or draw on (optional), writing implements, drawing implements (colors recommended), paints (optional).

Introduction/Goals: Have you ever wondered what goes on behind the scenes of the books or movies you love and why they affect you? Or even in real life? For this exercise, we will focus on the effects of sound and music on the kind of worlds we see in our minds. The worlds can be based on real-life or an imaginary world.

Activity: We will listen to a series of soundscapes and music, then draw and write what we imagine. We will listen to the piece first without doing anything, then we will briefly describe what the songs and sounds made us feel or imagine afterwards in writing or spoken word. Next, for our independent work time, we will choose two songs that we can vividly imagine something to and create drawings based on them. The two songs will be one of the songs we listened to plus a song you like. Lastly, we will write down a short story or description to go along with this drawing. Bonus: answer any of the questions under “Challenges,” or create an antithesis of your idea for the music!

Vocabulary: Music, soundscape, world-building, cultural and personal influence, ideation, antithesis

Closing: When you’re finished drawing and writing about your imagined worlds, share them with others! Compare, contrast, and inspire each other to continue building on your ideas.

Successes: A completed project based on this activity should include the names and artists of the two music or sound pieces you used, a visual art piece based on those pieces, and a piece of writing delving deeper into the kind of world you were imagining.

Challenges: Think about concepts such as: What moods did the sounds/music put you in? What kinds of influences may have encouraged you to imagine what you did, such as cultural or personal influences? What other things could we associate with certain sounds and music? How can music affect a world and vice versa?

CA State Standard(s): 1.VA:Cr1.1: “Engage collaboratively in exploration and imaginative play with various arts materials”; PK.VA:Cn10: “Explore the world using descriptive and expressive words and artmaking.”

Relevant Artist(s) and Distinguished People: J.R.R. Tolkien (writing), George Lucas (media), Nai Br.XX (music), Leonard Bernstein (music), Sergei Rachmaninoff (music) Kemal Tanriverdi (music composer), Duke Ellington (music), Madeon (music), Porter Robinson (music)

Video Link: <https://youtu.be/BdBI3uu0mC0>

Title: *Let's Build a World* | **Date:** Any | **Time of day:** Any

Artists: Aberswyth van Bueren

Materials/Prep: Anything you can use to write or draw

Introduction/Goals: We will take an everyday object and see what kind of world we can make from it.

Activity:

1. *Prepare*; think of an everyday object in your house. Take the object, hold it in your hands, make some observations about it.
2. *Ideate*; now imagine that object is up in space and blown up to the size of a planet. It is the home of many life forms. What are these life forms? What sort of climates do they live in? What sort of cultures do they have? Write these things down.
3. *Create*; quickly draw the planet (object) you have chosen. Next, draw a flora and fauna that would be on this planet. If you have an idea about a character in this world, draw that person or being, too.

Vocabulary: Prepare, ideate, create, world bible, world building

Closing: We will end by letting willing participants share a summary about their created world.

Successes: A finished product can look like a mini "world bible," which includes drawings and writings that depict your world. This can be done digitally or traditionally.

Challenges: As a bonus, write a short story about the day in a life of a character who lives in your world.

CA State Standard(s): 4.MA:Cr1 Conceive of original artistic goals for media artworks using a variety of generative methods, such as brainstorming and modeling.

Relevant Artist(s) and Distinguished People: Think about your favorite creator who made a piece of media (film, book, game, etc.) in which you like the world they built.

