

PLAY YOUR PLACE

SOME IDEAS FOR DRAWING

We have put together this guide for two reasons. Firstly to explain **some technical things about drawing for game levels**. And secondly because almost everyone we meet says “I can’t draw”. We say **that everyone can draw** if they are prepared to put aside **at least 5 seconds**. We also say “If you draw it, it will happen!”

Technical things about drawing for game levels

Basics First

Game levels are made up of drawings.

1. Draw what you like
2. Draw with whatever medium you like on whatever surface you like
3. Any drawing you upload to the game can be used by anyone in any way they like.

When you upload drawings be generous! It’s satisfying!

It will also win you kudos. You can build levels working only with your own drawings or you can use others’ drawings. Just like in our hometowns, we make many of our places using the ideas and materials provided by others.

It will help others to find your drawings and use them in their game levels if you title and tag your drawings well (giving lists of words that describe your image).

What do I draw?

You can look at other guides and videos here <http://localplay.org.uk/tutorials/> to help you to develop your ideas for your future town, your drawings you’re your game level.

Backgrounds

The best games will contain between 4 and 7 background drawings to represent the setting of your game. This is where the action takes place. When you upload drawings they will automatically be converted to greyscale (all colour will be removed).

Don’t be afraid to repeat things – houses, trees, fences, gates, cars. You could try some of the following exercises.

For more tutorials and videos by Local Play visit <http://localplay.org.uk/tutorials/>



Make your own background drawings of the following

1. Picture in your mind a journey you make regularly (to work, to school, to the park, to a favourite place, to visit someone you love)
2. The same place 50 years from now after flood, plague, drought, taken over by insects
3. Draw all the invisible things in a place. Think of all the things that you can't see – electric cables, water and sewage pipes, the air, mobile phone signals, the looks that people give each other.

Avatars and Things

Drawings of avatars and things can be in colour and you can cut them out online. Draw pickups (rewards, achievements etc), obstacles, platforms and goals for your game levels.

Anyone can draw right? Why do you need this guide?

We hate the idea that people who think they cannot draw will be prevented from drawing for the game. If you are one of those people who need convincing that you can draw please set aside 15 minutes right now and do one or more of the following things.

Try....

Drawing your favourite thing with your wrong hand for 2 minutes. (You will be surprised at how charming this drawing is.)

Drawing something you can see in the world, in your imagination or in yourself.

Drawing something that is normally invisible (that you couldn't see before).¹

Drawing **with** something odd, or **on** something odd. Tomato ketchup on a plate, a muddy stick on the pavement. Even really rough drawings can look really wonderful in the game.

Make a drawing using 3 different media

Make a scribble see what shapes you can see in it

¹ Either it doesn't exist yet (a self cleaning fork) or it is an abstract concept like belief, or justice.

Take rubbings (place paper on a rough surface and then draw) to get different textures

Remember...

A drawing is made up of a surface, something that marks that surface and someone to be there and pay attention when it happens.

Drawings are personal and distinct- don't try too hard to make your drawing look like another drawing that you have seen before.

Making a drawing is an adventure in itself. Experiment with materials and let your fingers decide what happens sometimes.

Forget "normal", "good" or "accurate" drawing.

