

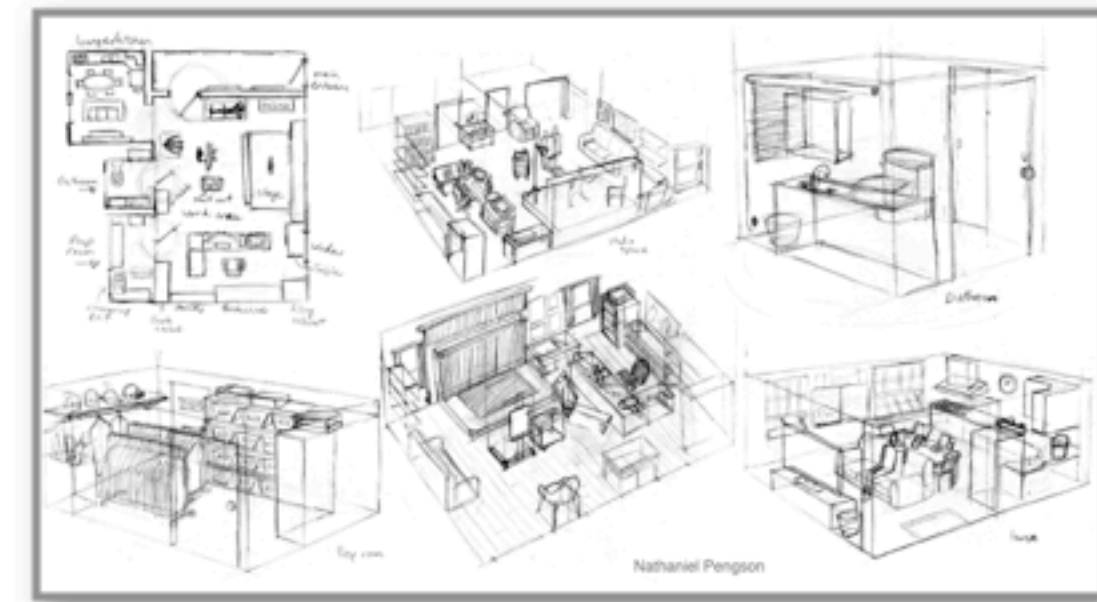
Project 5: Ideate Your Perfect Room

Making up your own project may seem threatening because you feel left to your own decisions, but creativity is about decisions. You can choose to try something easy enough to give you confidence, or difficult enough to impress your family, or that contributes to a project you must do anyway, or what I recommend most: draw what you want to understand, structurally. That comes from your interest list.

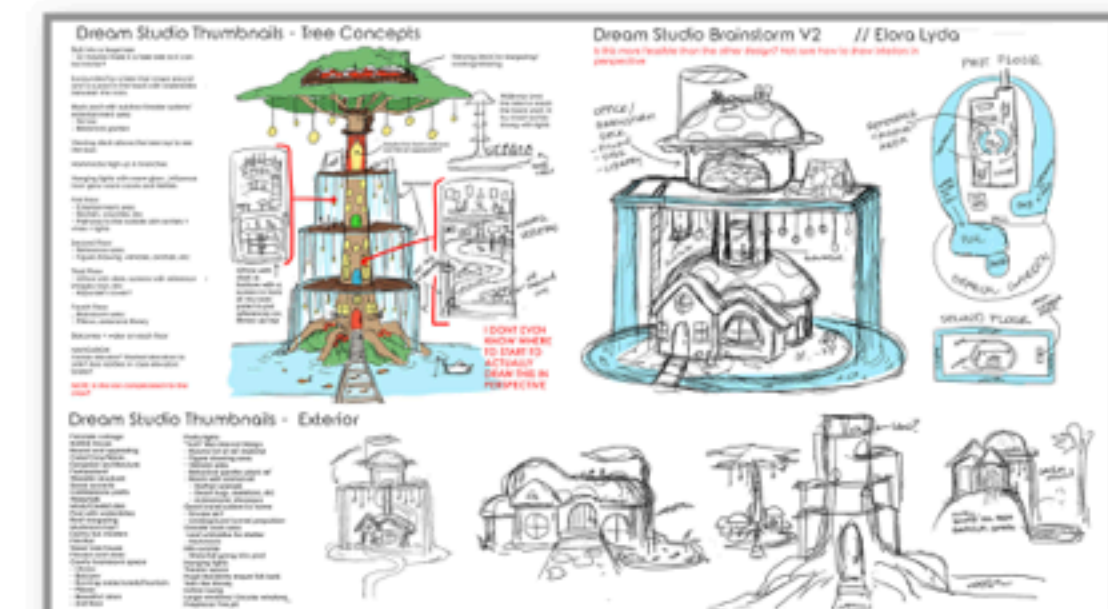
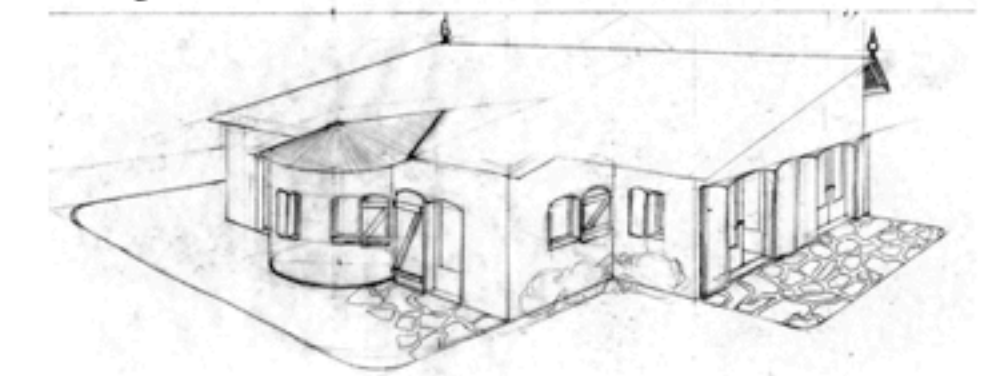
This is about designing your ideal environment.
Preferably, since you are pursuing the arts, your studio.

When you were a kid, didn't you draw your ideal room, and design it to cater to every desire of your flesh? I imagined treasure chests filled with candy. I arranged TV monitors to aim at my bed so I could watch *Lost in Space*, *Gilligan's island*, *Adam 12*, and *Time Tunnel* all at once. I even tried to draw their titles onto the screens but didn't have a clue about perspective and didn't have anyone to help. You have me to help. And if you didn't draw your ideal room as a kid, this is your chance to relive your childhood and improve it. Take time to imagine your ideal room.

Start any way you like. Collecting reference, laying out plans or elevations, or sketching 3/4 views, or bouncing around between those activities. That's where you start. Then you've begun, then you can steer, and you have something to show to get feedback. Begin!



Short Version: Dream up ideas for the room you will live in the rest of your life. Ideate. Notes, drawings, nothing developed yet – only ideas.



Post: A page of your musings to show what you may (or may not) bring to finish in three weeks.