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Drawing convergence: Becoming

By Charlotte Gould¹

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Abstract

Through my practice-based research and teaching, I take an expanded approach to drawing using tangible and digital media; drawing can be both process and product. It is unnecessary to polarize the tangible and digital as they are complementary and reflect a material and digital convergence that has taken place. I will refer to a case study of a research informed teaching project where the authors artwork 'Chthulucene Hekateris' is used as inspiration for students, to draw in order to observe, imagine, explore and communicate. Here, I speculate on human evolution as posthuman subjects in process to imagine what we are becoming. Drawing happens in physical and digital space and there is a fluidity and crossover between the two. Free movement between traditional and digital media builds confidence in both formats. Recent developments in Generative AI are not to be feared but rather seen as a potential tool for enhancement if used appropriately. It has limitations as authorship lies in agency, the user's ability to make creative choices to impact on the outcome. Through this Green Screen project, students use mixed media to create an imagined future world and its inhabitants, human and otherwise.