

## *The Culture Conurbation*

### **Angas Patterson**

I went into the artwork with the intention of drawing small things on a large scale. I wanted the final product to be something that the viewer could search through, discovering small details or references. In a way, my piece aims to be both entertaining, and pleasing to the eye. As a fan of Fantasy, I wanted to draw some kind of sprawling, enormous castle.

My work aims to be a symbol of unity and balance. When it rains, water travels down the tower, off the rooftops of the buildings in the city. Eventually, it reaches the bottom, where many aqueducts collect the water. This water is then used to fuel steam engines, which then send the water back up the city. I did this in order to symbolise a cycle of functionality, balance and efficiency that only works because the people and cultures of the city are united together.

One of my main inspirations for this piece was the Dutch artist M.C. Escher. Many of his artworks depict a twisting, turning heap of strange architecture, which influenced the structure of my artwork. I was also inspired by British artist Stephen Wiltshire, whose architectural pieces feature impressively accurate and precise detail on a very large scale. The other inspiration for this piece was the artist Martin Handford, the illustrator for the popular 'Where's Wally' books. His work usually consists of incredibly large and detailed drawings filled with different scenes. This is usually in the form of different interactions between people he's drawn. In my artwork, these scenes are in the form of construction sites, burning buildings, chimneys, waterfalls and more. I think that these 'scenes' bring my piece to life, as well as make the drawing more interesting and entertaining to look at.

The drawing was completed on a 56 x 76cm sheet of *Bockingford 300gsm paper*. For the drawing, I used *YOKEN technical drawing pens* with nibs between 0.3mm and 0.5mm to acquire maximum detail.

The lack of colour, as well as the textured, off-white paper having a parchment-like aesthetic contributed to making the drawing feel *old* and *ancient*. This is not something that I did intentionally, but I think it adds a lot of character to the piece.

A couple things that I would do differently would be to add more guiding pencil sketches to the work. I seemed to have neglected this for a bit, which became problematic because some of the buildings that I drew were not actually straight. I'd also go through and add some more shades of grey throughout the city, as the black and white becomes slightly straining on the eye over time.

I went into this work with the aim to create an artwork that is entertaining to look at, but also to represent interesting values and ideas beyond what is just on the surface. I believe that I achieved this to a standard that I am happy with.