I Can Create...A Boardgame

A workshop inspired by the art of Peter Matthews

GLYNN VIVIAN

What's the idea?

In this workshop we will learn how to turn an old shoe box and some found objects into a miniature fantasy boardgame inspired by the drawings of Peter Matthews.

What will I need?

- Coffee stained thickish paper
- An old shoe box and lid
- Pencil
- PVA glue
- Paint brush large and small
- Black pen
- Black paint
- Colouring materials
- Dice
- A collection of small stones/shells/pebbles/empty snail shells, small dry very thin twigs

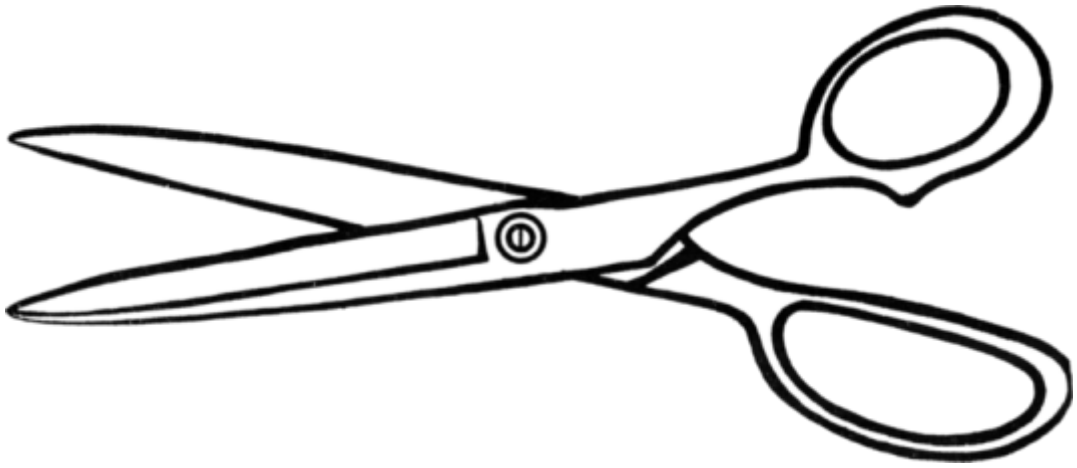
Inspiration

Peter Matthews is an artist who likes to make art in and around the ocean. For Peter it is not enough simply to look at a landscape, he likes to be in it. The drawing below is called the amount of time Peter spent in the ocean making marks. But what do these marks mean? Do you think they are drawings of things or just random scribbles? Imagine you are floating around in the sea. What would you draw?

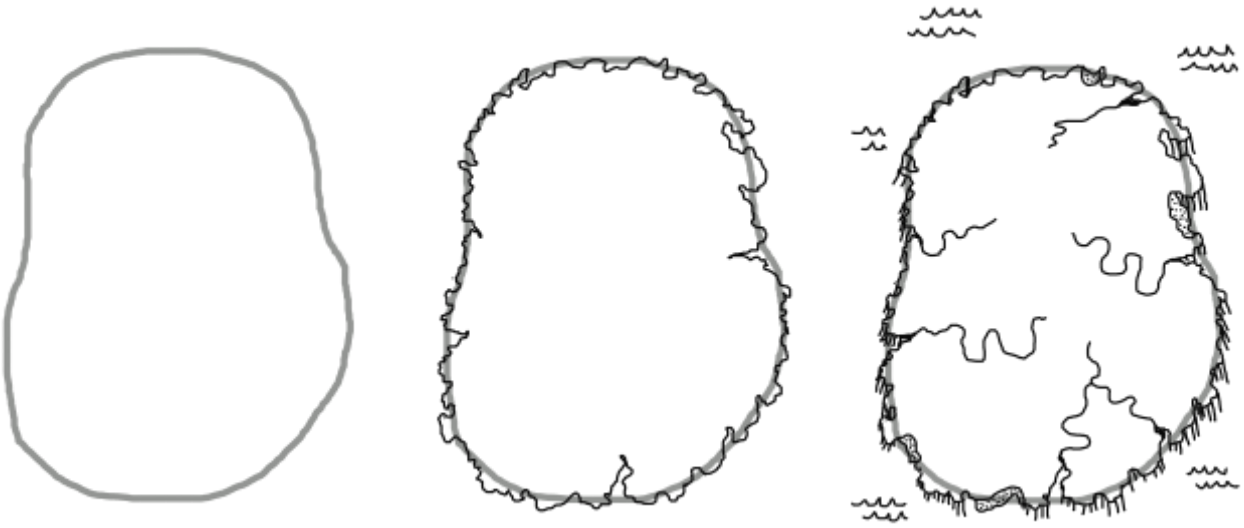
Peter Matthews: *6hrs In and With the Atlantic Ocean (England).* 2019-20. Pen, rust and earth on paper.

Let’s get making!

Step 1: Cut your paper to fit the lid of your shoebox. While your doing this think of a theme for your map—Fantasy? Pirate? Adventure? Future?

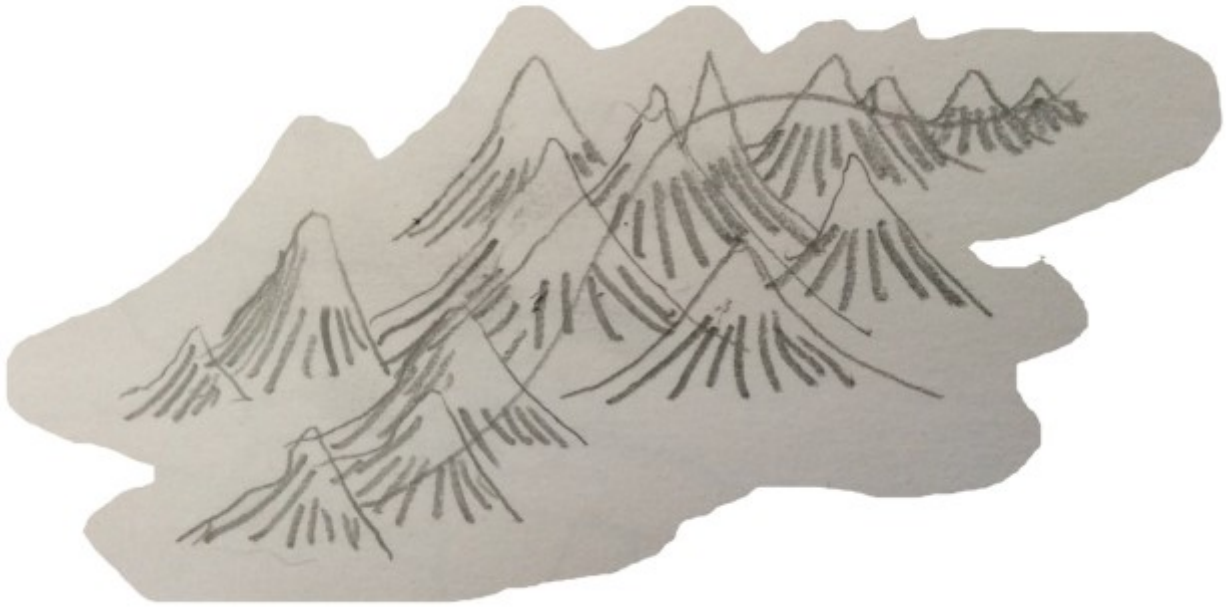


Step 2: Draw out the shape of your land on your paper. When you are happy with it, go over the shape with a wiggly line to make it map-like. Add in rivers, bays and cliffs.



Step 3: Now to add mountains. First draw a line in the direction you want the mountain range to follow. Then draw simple mountain shapes over the top.

Step 4: Add in hatched lines to give your mountains ridges



Step 5: You can add in roads, caves and rivers. Remember rivers start high and end up in the sea.

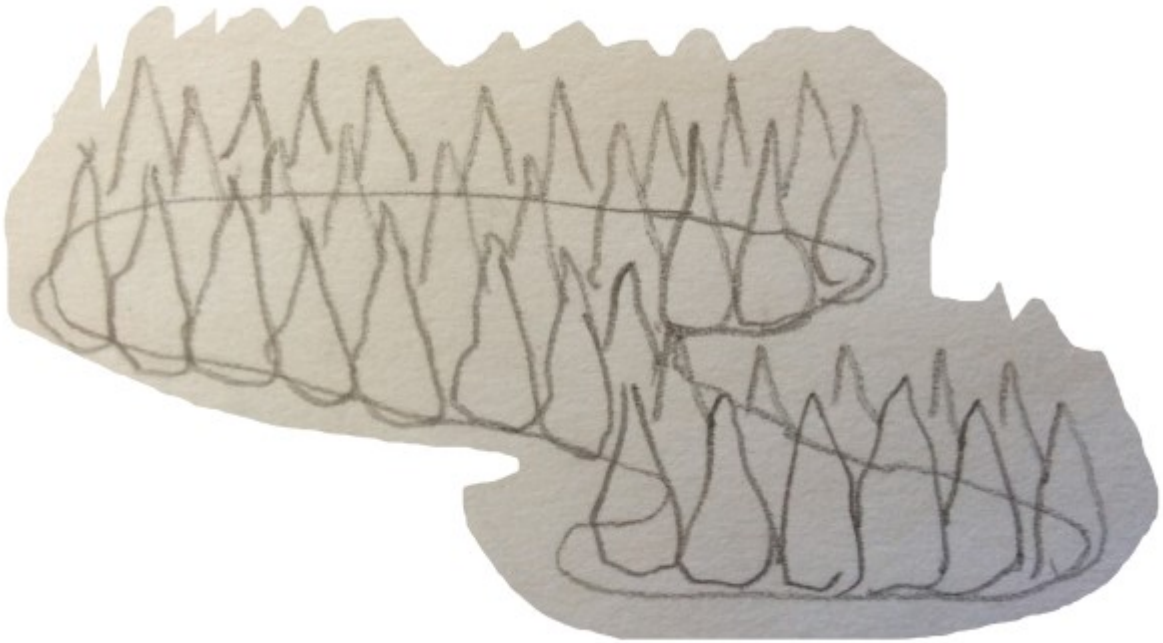
Step 6: Happy? Ink in your lines and rub out the pencil.

Step 7: Want to take your mountains to the next level? Why not give them a name and a theme?

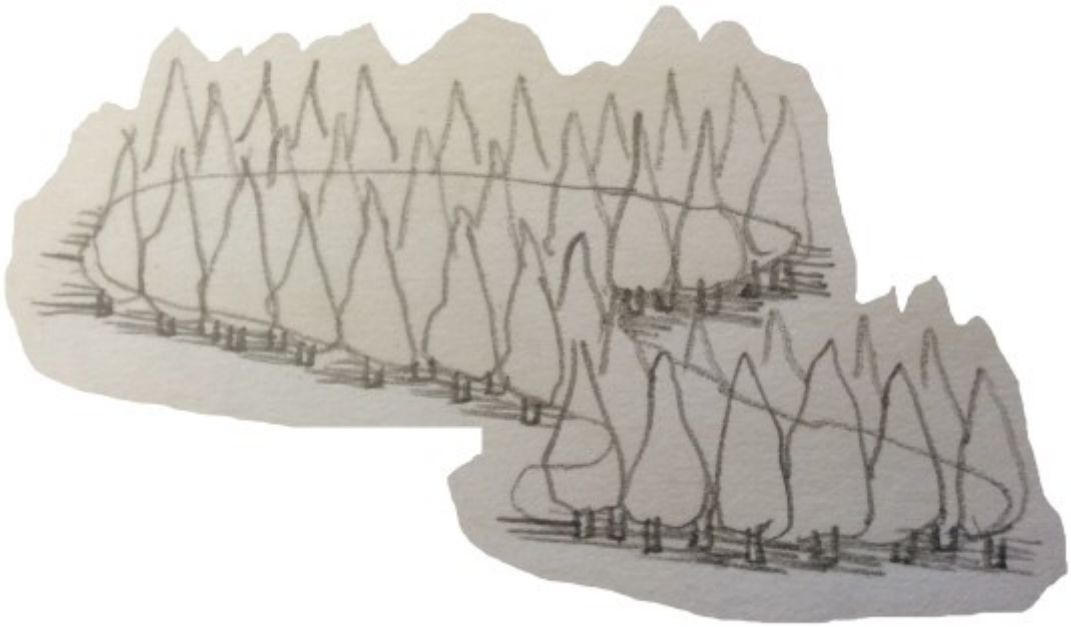
Step 8: You can make your lettering really fancy by adding little bits on the end.

Step 9: Happy? Ink them in! You can add shadow and texture if you like. Wow! Look at those!

Step 10: Now try adding in some forests. First draw a shape where the forest will go and add in some basic tree shapes.



Step 11: Draw in stumps and shadows.

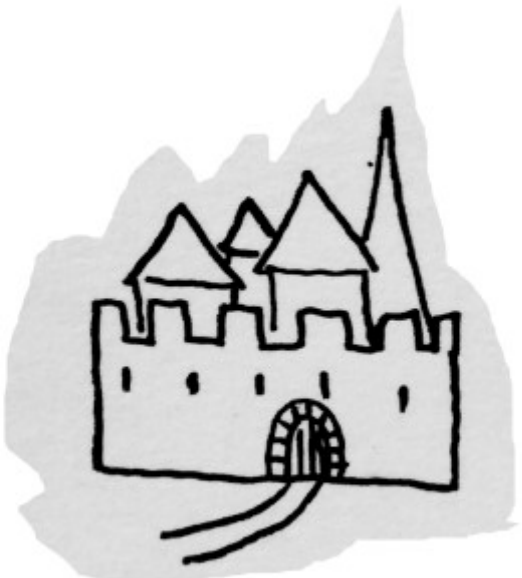


Step 12: Now add in a name. If you add shadow to one side of your trees they look really 3D. When you happy you know what to do!

Step 13: We can use basic symbols for dwellings. Use roads to link places on your map together.

Village

Castle



Walled city

Step 14: Now you have the basics fill up your map. Think of who would live where and what would they need? If they live near a forest their house will be probably made of wood for example. You can add colour now. And add in other areas like lakes, the sea and a compass. Now's the time to add in your boardgame pathway.

Step 15: To add some 3D elements to your game we can use the things you have collected in lots of creative ways. Here are some examples but you probably have lots of ideas.

A barnacle mountain

A house painted on a stone

A tree made from a twig

Step 16: You can now add to what we found with what we can build.

A ancient monument

A volcano

And of course the characters from your game

Step 17: Assemble your board game. Glue you map into the lid of the box and add in your 3D objects as goals, obstacles and the start and finish. You can play it as a straight race or add in some rules, obstacles, questions, potions or monsters.

LAKE OF HOPE
FOREST OF SILLINESS
CAT LAND
DOG LAND

What Can I do Now?

- Can you think of other rules for your game?
- Maybe you could draw character cards for your characters
- Can you add monsters that you battle using the dice. For example: My character does battle a monster. They must throw 4-6 to win. Throw 1-3 and they loses a life. They only have 4 lives!
- How about potions you can find that add tou your life points or give you extra strength.
- Maybe you could add money to the game. Each player starts with 5 coins. Where do they get more? What do they need money for?
- You could add in a deck of cards. Every time you step on a certain square you must take a card and do what it says.

Here at Glynn Vivian Art Gallery we love to see what you produce. Copy us into your posts on Facebook, Instagram or Twitter @glynnvivian

Cyngor Celfyddydau Cymru
Arts Council of Wales

Noddir gan
Lywodraeth Cymru
Sponsored by
Welsh Government

FRIENDS OF THE GLYNN VIVIAN

Cyngor Abertawe
Swansea Council