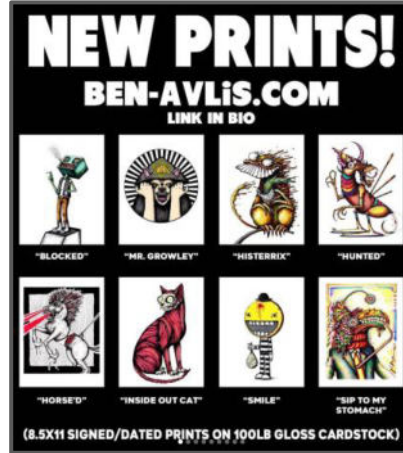


AUDIENCE: BEN'S DESIGNS ARE CONVERTED TO STICKERS, T'SHIRTS, LABELS, BUTTONS, ANIMATIONS, SKATEBOARDS ETC TO MAXIMISE EXPOSURE AS AN ARTIST. ARTISTS HAVE TO FIND WAYS TO PROMOTE THEIR WORK INTO NEW MARKETS

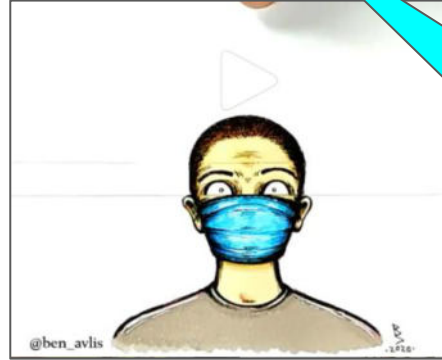
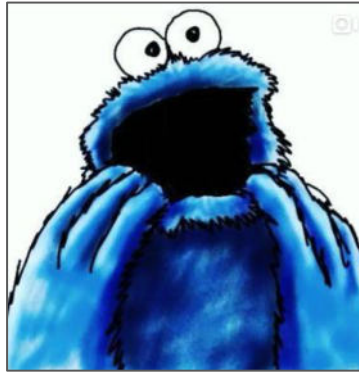
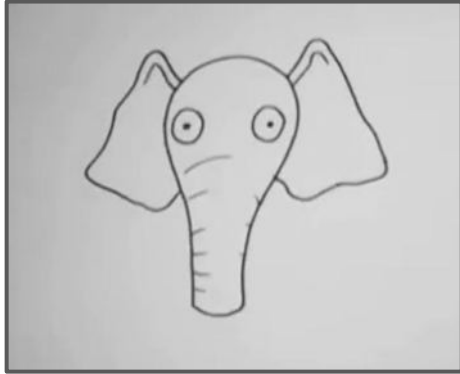


ARTISTS PRACTICE

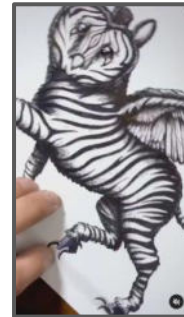
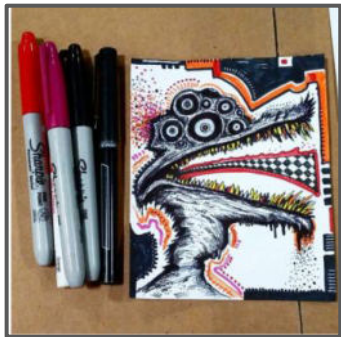
The conceptual **practice** of an **artist** refers to their ideas, their philosophies (beliefs, influences and experiences- an artist's world) and the thoughts an **artist** tries to provoke.

Material **practice** refers to the specific materials an **artist** has used, their methods and techniques and the technical details of an artwork.

- Monsters
- Cartoons
- Humour
- Popular Culture



- Drawing
- Pens, Sharpies
- Painting
- Digital Art
- Animation
- Clay



SOME FABULOUS ADVICE FROM BEN AVLIS

I am amazed by so many different types of artwork and people today that I rarely struggle to find inspiration for creating. It's everywhere if you're looking for it. But, the biggest art challenges that I do face every single day are:

1) Not overthinking ideas and just going for it. So much time and production can be wasted by not doing something until it's "perfect" or by comparing it to other artists artwork as if it's not good enough. **JUST KEEP MAKING STUFF!**

2) Staying dedicated/disciplined. There is **always work to be done in order to improve skills** and the only way to do so is with **maximum effort**. It's so easy to get lazy and comfortable. Structure with your time and schedule is so important if you want to take things seriously.

3) Confidence/Self Belief. By far the most difficult thing for myself and so many artists. **Worrying if people will dislike your artwork and about how many likes it may or may not get is a HUGE waste of imagination.** Fact: not everyone will like what you make and that shouldn't matter. There are just as many people (if not more) that will love what you do because you believe in it. Remember, you're creating for YOU first.

YOUTUBE DEMONSTRATION OF HOW TO CREATE A PAPER-PULL-OUT

