

trazos CLUB

OPEN

DRAWING

VIRTUAL COURSES

MARCELA
RAPALLO

OPEN DRAWING

VIRTUAL COURSES

In Open Drawing courses, we open up drawing practice across multiple dimensions, combining live drawing, projection, play, dialogue, and free technologies.



TIME

We animate in real time the strokes we make by hand. As the image transforms while it is being created, drawing becomes presence, narration, and memory.



SPACE

Digital strokes can be projected in space: onto walls, objects, buildings, trees, bodies, or moving surfaces.



DIALOGUE

We draw with other people. Collective drawing enables a way of communicating with images: we propose, listen, respond, and build together, like a band.



PLAY

We always begin with play. Through simple prompts, we open ourselves to the freedom to explore. We learn a language through enjoyment.



STAGE

As drawing transforms over time, it can also become a performative action: a live drawing artist in dialogue with space, music, dance, or acting.



FREE TECHNOLOGIES

We work with tools from the Trazos Club ecosystem, free and collaborative technologies for real-time animation. In some workshops we also use Tagtool, explore programs not originally designed for live drawing, and integrate analog media.



WHO IT'S FOR

It is aimed at people with no prior experience as well as image professionals, illustrators, teachers, and people who draw every day and want to add a new way of drawing live, in groups, and in relation to space. Drawing is accessible to anyone.



*Drawing live,
in groups,
and in relation
to space.*



MORE INFORMATION



DRAWN DIALOGUES

INTRODUCTORY COURSE



Drawn Dialogues is the introductory course of Open Drawing, a series of virtual courses to explore live drawing in relation to other people, space, and real-time animation tools.

In this course we will get to know the foundations of this language, exploring different resources for **drawing live and animating strokes in real time**.

Through guided practices in Trazos Club, we will experiment with forms of **dialogue, listening, and improvisation** through drawing, developing strategies for collective composition and shared drawing.

At first it is hard to imagine 'what it is like,' but in just a few minutes the **lógica** becomes clear.

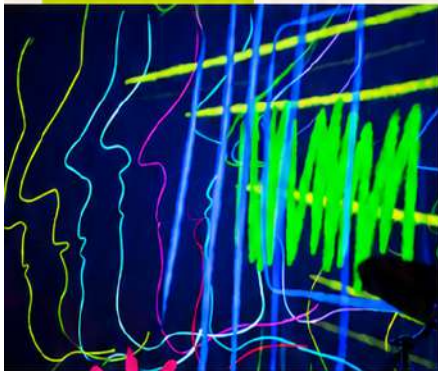
"I don't want to stop doing it"

GUIDED PRACTICES IN TRAZOS CLUB TO EXPLORE DIALOGUE, LISTENING, IMPROVISACIÓN, AND COLLECTIVE COMPOSITION.

OPEN DRAWING / VIRTUAL COURSE SERIES

DRAMATURGY OF LIVE DRAWING

/ VIRTUAL COURSE



In this course we will develop a live drawing script, exploring drawing as an *art of time* and as a practice capable of constructing scenes, rhythms, transformations, and original narratives.

Through exercises in improvisation, composition, and real-time animation, we will rehearse ways of *narrating* through drawing, thinking about its relationship with scenic space and with other elements of theatrical language.

The screen will become a drawing surface, a *stage*, and a rehearsal space to imagine how to bring these experiences into scenic, performative, or installation contexts.



Drawing as
the *art of time*

SCREEN,
STAGE AND
REHEARSAL SPACE

ON-STAGE DRAWING PROJECT

VIRTUAL COURSE



TWO MONTHS
OF WORK



LIVE DRAWING
ANIMATION AND
PROJECTION IN
SPACE



YOU DO NOT NEED
A PROJECTOR TO
PARTICIPATE

On-stage drawing project

In this course, each participant will develop an on-stage drawing project, focused on working with live drawing, real-time animation, and possible ways of projection in space.

Over the course of two months, we will explore drawing as the art of time, in dialogue with physical space and with languages such as animation, audiovisual arts, music, dance, theater, or performance.

The course will combine live drawing practices during synchronous sessions, each participant's asynchronous activities, and critique sessions, where we will share processes and support the development of ideas.

We will work with the Trazos Club ecosystem, using the Trazos Club online platform and the Andiamo software to imagine, rehearse, and project an on-stage drawing work or experience.

You do not need to have a projector to participate.





ANA LUISA
STOK



GASTÓN LOZANO



ANDRÉS
COLUBRI



LORENA
SUÁREZ



PALOMA
ZAMORANO
FERRARI



RAFAEL
ARÉVALO



PAZ
PARODO



ENRIQUE
LOZANO



NAHUEL CAÑADA



PÓLVORA



TRAZOS TEAM

We are Marcela Rapallo, Andrés Colubri, and Gastón Lozano.

We develop creative technologies based on live, collective, and animated drawing in real time. We develop the Andiamo Live Free Software projects and the Trazos Club platform.



LAM



VIVI
BÉRTOLA



PABLO LA PORTA



SUKY MARTÍNEZ



ANDREA
FASANI



MARTÍN
TARIFEÑO



RENATA
CERVETTO



GABRIELA
FRANCO



RAÚL
TRUJILLO



CRISTIAN
FORTE



ALFONSO
PIANTINI



ANTHE
KOSMA

MARCELA RAPALLO

is an artist, researcher and developer of educational projects and artistic mediation. Her artwork focuses on on-stage drawing and interdisciplinary experiences of collective creation.

She participates in the creation of technologies resulting from the joint work with artists, educators and free software developers. She coordinates Trazos Club and Andiamo projects.

She organizes exhibitions, plays, performances, educational and cultural mediation projects. She also provides consultancy and training for festivals, galleries, foundations, community programs and universities in Argentina and abroad.



PAOLA
CORONA



JUAN JOSÉ
TIFINELLI



AZUR
MAZETTO



LUX UNDER



MYRIAM
BEUTELSPACHER



GABRIELA
MUJOLLO



JAVIER
SANJAOUAL
VELÁSQUEZ



SUSANA
FERRARI



ROMINA
CARIOLA



PEDRO NAN



VERÓNICA
KAPLANSKI



DJ FLY
BISHOP



ÁNGELES
COTELÓ



BIANCA
RACIOPPE



MARÍA EUGENIA
FAZIO



DANIELA
MORONE



LAU
CASTRO



DANIELA
FIORENTINO



LUCÍA
GISONE



SOL CARTTA

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