



If you've ever read a fantasy or science fiction book, you've probably seen imaginary maps with lakes, mountains, rivers etc. You can also google "imaginary maps" and find more examples. There are hundreds of ways of making these maps. Lindley McDougall showed us one way at our January enrichment meeting which was easy and addictive and which produced beautiful and interesting artwork. You don't need any preconceived idea about which map you are producing or what country you are drawing, you simply start and gradually develop a map. It becomes mysterious to whomever is looking at it - even, perhaps you.



You might want to make a cartouche, a rectangular or scroll-like frame with the title of the map and some information about it.

**1** Paint some paper with random colours, using large brushes and letting colours bleed together. You might want to dampen the paper first for softer blending, or you might decide to crumple it, wet or dry, for unexpected textures in the paint.

**2** When the paper is dry and flat, select some areas to emphasize by contouring or outlining with a fibre tip pen. These marks can represent coastlines, borders, islands, rivers, roads or whatever you might think of.

**3** Add texture to your map, using a finer tip pen to make marks that might indicate forests, swamps, settlements, geological or cultural features. You can also use this smaller tip to add double lines or water marks to coastlines.

**4** Use coloured pencils to enhance and contour your landscape.

**5** Use small rubber stamps or tiny stencils for texture.

**6** Draw official looking angles and lines with coloured pencil and ruler to give supposed navigational references. Black & white bordering to contain the map in a box and crossing lines drawn with a fine liner that help to locate features give your map a more atlas like appearance.



If you wish, add a decorative compass rose using a circular template or stencil. Add a small arrow pointing north or indicate all compass points.



Other traditional figures include wind puffs, galleons, whales and mythical creatures.



To label features on your maps, use a hierarchy of scripts, as seen in formal calligraphy and mapmaking. Roman Caps are used for principal designations, such as the name of a country or a sea. As you work downward from major features to smaller ones, decrease the size and formality of your writing, going from edged letters to monoline, from all caps to script, and using finer writing tools for each decrease.



To make your map more mysterious, you might want to use an invented code instead of conventional writing.



Look for opportunities to add symbols or small drawings that only you understand. You might want to include a legend to decipher your marks.

**12**

