

# VAROOM!

## VAROOM 30: Illustration Report

Illustration, Culture, Society – Summer 2015

### *The Play Issue*



*Varoom 30* gets playful with illustration and ideas.

This issue explores how illustrators and the commercial world use Play as a vital part of the creative process. New York illustrator, **Jennifer Maravillas**, expresses in *Inside the Sandbox* how “life is never the same when your process revolves around experimentation. My life and the world around me have become the medium”.

**The Art Game** looks at the field of games and gaming through **John Sharp**, writer on gaming, and his pick of exceptional work in this area. Cover artist, Illustrator **Gary Card**, reveals the many possibilities of artistic improvisation, talking us through his fashion and shop display work, *Lula* exhibition and *Kafka* book cover designs. *Varoom* interviews **Steven Guarnaccia** on the inspiration behind his three

dimensional exhibition, *Fatherland*, and **Richard McGuire** on his stunning graphic novel, *Here*, which plays with space and time, “The making of the book felt like playing three dimensional chess”.

Curator of the National Museum of Play in the USA, Nicolas Ricketts, selects four unusual games from the archive and gives the stories behind them. **Pat Kane** in *The Play Ethic* writes about how he puts play and creativity at the heart of how we need to revolutionize the social and political order in the 21<sup>st</sup> Century.

**Marian Bantjes** once again creates her regular double-page spread, this time playfully using Plasticine, and columnist **Paul Davis** uses his lively imagination to create a darkly comical relationship between a psychopathic and sociopathic art directors and the illustrator, complemented by an intriguing illustration – is it Sir Isaac Newton or Brian May from Queen?

**Varoom 30:  
Inside The Sandbox**

We step inside the sandbox with illustrators **Marian Bantjes, Jennifer Maravillas, Kristi Minchin, Christoph Niemann** and **Steve Simpson** as they reflect on the value of Play in their creative process.



**The Dance**

Zoe Taylor interviews Chinese illustrator **Jiikuann** about the process of play in creating her striking characters and fashion illustrations.



### Playing With Space: The Image Theatre of Russell Mills

Rick Poyner examines a benchmark body of work in the history of illustration through **Russell Mills** and how he addressed cultural and social ideas within a commercial context in the late 1970's and the early 1980's.



#### NOTES TO EDITORS

Please reference *Varoom 30* if you mention any of the content in press or blogs. Thank you.  
[theaoi.com/varoom-mag](http://theaoi.com/varoom-mag)

#### **Varoom – Illustration, Culture, Society**

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#### **Association of Illustrators**

Established in 1973 to promote illustration, advance and protect illustrators' rights and encourage professional standards. It has successfully increased the standing of illustration as a profession and improved commercial and ethical conditions of employment.

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