

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#7	Material & Tools Tined Tracks	Use a metal eating utensil with tines (like a fork) as a drawing tool.	Combine two different kitchen gripping tools into a double-pen.	Modify a rotating kitchen appliance to distribute ink in rhythmic patterns.
<b>Realisation:</b>				

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## #7

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### Category:

Material & Tools

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### Set Name:

Tined Tracks

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### Level 1:

Use a metal eating utensil with tines (like a fork) as a drawing tool.

---

### Level 2:

Combine two different kitchen gripping tools into a double-pen.

---

### Level 3:

Modify a rotating kitchen appliance to distribute ink in rhythmic patterns.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
8	Material & Tools Vibration Graphics	Use a vibrating battery-powered personal care device to guide the pen.	Attach an eccentric weight to the vibrating part to increase the oscillation.	Build a „Drawing Bot“ from the device and three pens that moves autonomously.
<b>Realisation:</b>				

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## #8

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### Category:

Material & Tools

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### Set Name:

Vibration Graphics

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### Level 1:

Use a vibrating battery-powered personal care device to guide the pen.

---

### Level 2:

Attach an eccentric weight to the vibrating part to increase the oscillation.

---

### Level 3:

Build a „Drawing Bot“ from the device and three pens that moves autonomously.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

G#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Remote Control	Tie your drawing tool to a rigid extension at least 1m long.	Add a movable joint or spring between the rod and the pen.	Create a pulley construction to control the pen in two axes from a distance.
<b>Realisation:</b>				

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## #9

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### Category:

Material & Tools

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### Set Name:

Remote Control

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### Level 1:

Tie your drawing tool to a rigid extension at least 1 m long.

---

### Level 2:

Add a movable joint or spring between the rod and the pen.

---

### Level 3:

Create a pulley construction to control the pen in two axes from a distance.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#10	Material & Tools Nature Improvisation	Find an organic object outdoors to serve as a brush substitute.	Create a liquid pigment from local earth or stones.	Build a construction that uses wind power to move the drawing tool.
<b>Realisation:</b>				

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# #10

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### Category:

Material & Tools

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### Set Name:

Nature Improvisation

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### Level 1:

Find an organic object outdoors to serve as a brush substitute.

---

### Level 2:

Create a liquid pigment from local earth or stones.

---

### Level 3:

Build a construction that uses wind power to move the drawing tool.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
11	Material & Tools Office Hacks	Use an adhesive medium (glue) as a visible line.	Purposefully use a hole punch or stapler for shading effects.	Invent a tool that creates geometric imprints using paperclips and rubber bands.
<b>Realisation:</b>				

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# #11

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### Category:

Material & Tools

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### Set Name:

Office Hacks

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### Level 1:

Use an adhesive medium (glue) as a visible line.

---

### Level 2:

Purposefully use a hole punch or stapler for shading effects.

---

### Level 3:

Invent a tool that creates geometric imprints using paperclips and rubber bands.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#12	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Bathroom Aesthetics	Use a bristled tool (tooth/ nail brush) for fine struc- tures.	Create lines by spraying or distributing foaming care products.	Use hair dryer heat to drive liquid media across the sheet.
<b>Realisation:</b>				

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# #12

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### Category:

Material & Tools

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### Set Name:

Bathroom Aesthetics

---

### Level 1:

Use a bristled tool (tooth/nail brush) for fine structures.

---

### Level 2:

Create lines by spraying or distributing foaming care products.

---

### Level 3:

Use hair dryer heat to drive liquid media across the sheet.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#13	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Light Sculpture	Manipulate a light source to cast sharp shadow edges for tracing.	Build a movable mask (stencil) from household waste to project patterns.	Use a light-sensitive medium to capture „traces of time“ without a pen.
<b>Realisation:</b>				

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# #13

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### Category:

Material & Tools

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### Set Name:

Light Sculpture

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### Level 1:

Manipulate a light source to cast sharp shadow edges for tracing.

---

### Level 2:

Build a movable mask (stencil) from household waste to project patterns.

---

### Level 3:

Use a light-sensitive medium to capture „traces of time“ without a pen.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#14	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Textile Structures	Use a fibrous scrap of clothing as a medium for applying color.	Draw a line by piercing or embroidering the substrate with thread.	Boil a dye bath from kitchen scraps (e.g. onion skins) and use fabric as a pen.
<b>Realisation:</b>				

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# #14

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### Category:

Material & Tools

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### Set Name:

Textile Structures

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### Level 1:

Use a fibrous scrap of clothing as a medium for applying color.

---

### Level 2:

Draw a line by piercing or embroidering the substrate with thread.

---

### Level 3:

Boil a dye bath from kitchen scraps (e.g. onion skins) and use fabric as a pen.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#15	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Trash Printing	Use structured packaging material as a stamp.	Build a roller from a cardboard tube and waste to create an endless pattern.	Create a multi-layered graphic using only discarded objects as stencils.
<b>Realisation:</b>				

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# #15

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### Category:

Material & Tools

---

### Set Name:

Trash Printing

---

### Level 1:

Use structured packaging material as a stamp.

---

### Level 2:

Build a roller from a cardboard tube and waste to create an endless pattern.

---

### Level 3:

Create a multi-layered graphic using only discarded objects as stencils.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#16	Material & Tools Magnetic Forces	Move small metal parts with a magnet under the paper to draw.	Mix metal shavings into your paint and control the application magnetically.	Build a hanging magnetic pendulum that swings over the sheet.
<b>Realisation:</b>				

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# #16

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### Category:

Material & Tools

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### Set Name:

Magnetic Forces

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### Level 1:

Move small metal parts with a magnet under the paper to draw.

---

### Level 2:

Mix metal shavings into your paint and control the application magnetically.

---

### Level 3:

Build a hanging magnetic pendulum that swings over the sheet.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#17	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Pendulum Swing	Hang a container with a tiny opening and let it drip paint.	Disrupt the pendulum's path with obstacles or magnets.	Connect two pendulums with a rigid bar to create complex harmonic curves.
<b>Realisation:</b>				

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# #17

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### Category:

Material & Tools

---

### Set Name:

Pendulum Swing

---

### Level 1:

Hang a container with a tiny opening and let it drip paint.

---

### Level 2:

Disrupt the pendulum's path with obstacles or magnets.

---

### Level 3:

Connect two pendulums with a rigid bar to create complex harmonic curves.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#18	Material & Tools Chemical Repulsion	Draw with two liquids that repel each other (e.g. fat and water).	Use a bubbling reaction (acid/base) for surface textures.	Create an „invisible“ drawing that only appears through heat or light.
<b>Realisation:</b>				

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# #18

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### Category:

Material & Tools

---

### Set Name:

Chemical Repulsion

---

### Level 1:

Draw with two liquids that repel each other (e.g. fat and water).

---

### Level 2:

Use a bubbling reaction (acid/base) for surface textures.

---

### Level 3:

Create an „invisible“ drawing that only appears through heat or light.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#19	Material & Tools Destruction	Use a tool that removes material (sandpaper/blade) to create lines.	Perforate the sheet with a sharp object at varying densities.	Tear the paper into shapes and reassemble them so the tears form the image.
<b>Realisation:</b>				

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# #19

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### Category:

Material & Tools

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### Set Name:

Destruction

---

### Level 1:

Use a tool that removes material (sandpaper/blade) to create lines.

---

### Level 2:

Perforate the sheet with a sharp object at varying densities.

---

### Level 3:

Tear the paper into shapes and reassemble them so the tears form the image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#20	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Rolling Traces	Dip a round object into a medium and roll it across the sheet.	Build an obstacle course that determines the path of the rolling object.	Modify a small mechanical vehicle to leave tracks as it drives.
<b>Realisation:</b>				

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## #20

---

### Category:

Material & Tools

---

### Set Name:

Rolling Traces

---

### Level 1:

Dip a round object into a medium and roll it across the sheet.

---

### Level 2:

Build an obstacle course that determines the path of the rolling object.

---

### Level 3:

Modify a small mechanical vehicle to leave tracks as it drives.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#21	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Air Pressure	Blow through a narrow tube to distribute liquid paint on the sheet.	Use a mechanical pump to mist paint in bursts.	Build an „airbrush“ device from a straw and a small container.
<b>Realisation:</b>				

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# #21

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### Category:

Material & Tools

---

### Set Name:

Air Pressure

---

### Level 1:

Blow through a narrow tube to distribute liquid paint on the sheet.

---

### Level 2:

Use a mechanical pump to mist paint in bursts.

---

### Level 3:

Build an „airbrush“ device from a straw and a small container.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#22	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Joint Extension	Fix the drawing tool to a joint that is not your hand (e.g. elbow).	Extend your fingers with rigid attachments holding pens.	Build a mechanism from wood or cardboard that scales your hand movement.
<b>Realisation:</b>				

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## #22

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### Category:

Material & Tools

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### Set Name:

Joint Extension

---

### Level 1:

Fix the drawing tool to a joint that is not your hand (e.g. elbow).

---

### Level 2:

Extend your fingers with rigid attachments holding pens.

---

### Level 3:

Build a mechanism from wood or cardboard that scales your hand movement.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#23	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Material & Tools Sound Translator	Use a tool that makes a loud, rhythmic sound while drawing.	Transfer the vibration of a sound source (speaker) to the substrate.	Build a string instrument where plucking the string moves the pen.
<b>Realisation:</b>				

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## #23

---

### Category:

Material & Tools

---

### Set Name:

Sound Translator

---

### Level 1:

Use a tool that makes a loud, rhythmic sound while drawing.

---

### Level 2:

Transfer the vibration of a sound source (speaker) to the substrate.

---

### Level 3:

Build a string instrument where plucking the string moves the pen.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#24	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Material & Tools Ice & Frost	Freeze a pigmented medium and draw with the frozen block.	Use road salt on a wet surface to create crystalline displacement.	Draw on a metal plate fresh from the freezer using condensation.
<b>Realisation:</b>				

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# #24

---

### Category:

Material & Tools

---

### Set Name:

Ice & Frost

---

### Level 1:

Freeze a pigmented medium and draw with the frozen block.

---

### Level 2:

Use road salt on a wet surface to create crystalline displacement.

---

### Level 3:

Draw on a metal plate fresh from the freezer using condensation.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#25	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Garden Implements	Use a coarse garden tool for a large-format sketch.	Use a water hose with a fine nozzle to move dust or pigments.	Draw an image by purposefully scattering small seeds or sand.
<b>Realisation:</b>				

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## #25

---

### Category:

Material & Tools

---

### Set Name:

Garden Implements

---

### Level 1:

Use a coarse garden tool for a large-format sketch.

---

### Level 2:

Use a water hose with a fine nozzle to move dust or pigments.

---

### Level 3:

Draw an image by purposefully scattering small seeds or sand.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#26	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Material & Tools Bakery Graphics	Use dough-shaping tools for your drawing.	Use powdered food on a dark substrate as a medium.	Use oven heat to melt or discolor materials on the paper.
<b>Realisation:</b>				

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## #26

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### Category:

Material & Tools

---

### Set Name:

Bakery Graphics

---

### Level 1:

Use dough-shaping tools for your drawing.

---

### Level 2:

Use powdered food on a dark substrate as a medium.

---

### Level 3:

Use oven heat to melt or discolor materials on the paper.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#27	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Gravity Trap	Drop paint from different heights onto the sheet.	Constantly change the tilt angle of the substrate while paint is falling.	Construct a turntable where the paper rotates during application.
<b>Realisation:</b>				

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# #27

---

### Category:

Material & Tools

---

### Set Name:

Gravity Trap

---

### Level 1:

Drop paint from different heights onto the sheet.

---

### Level 2:

Constantly change the tilt angle of the substrate while paint is falling.

---

### Level 3:

Construct a turntable where the paper rotates during application.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#28	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Parallel Build	Bundle three different writing instruments into a single tool.	Fix the pens at different angles to each other.	Build a holder for 10 or more pens to fill an entire area.
<b>Realisation:</b>				

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## #28

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### Category:

Material & Tools

---

### Set Name:

Parallel Build

---

### Level 1:

Bundle three different writing instruments into a single tool.

---

### Level 2:

Fix the pens at different angles to each other.

---

### Level 3:

Build a holder for 10 or more pens to fill an entire area.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#29	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Mirror Irritation	Draw a subject while looking exclusively into a reflective surface.	Build a tool that draws „around the corner“ (periscope principle).	Use two mirrors to visually flip your hand movement (left/right swap).
<b>Realisation:</b>				

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## #29

---

### Category:

Material & Tools

---

### Set Name:

Mirror Irritation

---

### Level 1:

Draw a subject while looking exclusively into a reflective surface.

---

### Level 2:

Build a tool that draws „around the corner“ (periscope principle).

---

### Level 3:

Use two mirrors to visually flip your hand movement (left/right swap).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#30	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Body Weight	Lead the tool with a body part not usually used for fine motor skills.	Make the handle so large that the whole arm must be used.	Build an apparatus that draws only by shifting your body weight.
<b>Realisation:</b>				

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## #30

---

### Category:

Material & Tools

---

### Set Name:

Body Weight

---

### Level 1:

Lead the tool with a body part not usually used for fine motor skills.

---

### Level 2:

Make the handle so large that the whole arm must be used.

---

### Level 3:

Build an apparatus that draws only by shifting your body weight.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#31	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Scrap Robotics	Use a motor from an old toy for a circular movement.	Add an eccentric component to make the movement unpredictable.	Create an autonomous „being“ from electronic waste that leaves a trail.
<b>Realisation:</b>				

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# #31

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### Category:

Material & Tools

---

### Set Name:

Scrap Robotics

---

### Level 1:

Use a motor from an old toy for a circular movement.

---

### Level 2:

Add an eccentric component to make the movement unpredictable.

---

### Level 3:

Create an autonomous „being“ from electronic waste that leaves a trail.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#32	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Geometry Substitutes	Use hard edges of everyday objects as a ruler substitute.	Build a compass from a string, a nail, and your pen.	Construct a machine from old rails or sliding frames for perfect parallels.
<b>Realisation:</b>				

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## #32

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### Category:

Material & Tools

---

### Set Name:

Geometry Substitutes

---

### Level 1:

Use hard edges of everyday objects as a ruler substitute.

---

### Level 2:

Build a compass from a string, a nail, and your pen.

---

### Level 3:

Construct a machine from old rails or sliding frames for perfect parallels.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#33	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Capillary Effect	Use porous materials (sponges, stones) to soak up and release ink.	Build a „giant wick“ from fabric scraps to transport ink slowly.	Create an image by dipping only the ends of paper strips into ink.
<b>Realisation:</b>				

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## #33

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### Category:

Material & Tools

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### Set Name:

Capillary Effect

---

### Level 1:

Use porous materials (sponges, stones) to soak up and release ink.

---

### Level 2:

Build a „giant wick“ from fabric scraps to transport ink slowly.

---

### Level 3:

Create an image by dipping only the ends of paper strips into ink.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#34	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Material & Tools Elastic Connection	Connect two pens with an elastic band and draw with both.	Create a chain of 5 movable links with the pen at the end.	Build a complex scissor joint from straws to multiply your movement.
<b>Realisation:</b>				

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# #34

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### Category:

Material & Tools

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### Set Name:

Elastic Connection

---

### Level 1:

Connect two pens with an elastic band and draw with both.

---

### Level 2:

Create a chain of 5 movable links with the pen at the end.

---

### Level 3:

Build a complex scissor joint from straws to multiply your movement.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#35	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Soot & Smoke	Create a soot layer on a stable surface with a candle flame.	Use tools to work the motif out of the soot (negative technique).	Use stencils to catch rising smoke in patterns on the surface.
<b>Realisation:</b>				

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## #35

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### Category:

Material & Tools

---

### Set Name:

Soot & Smoke

---

### Level 1:

Create a soot layer on a stable surface with a candle flame.

---

### Level 2:

Use tools to work the motif out of the soot (negative technique).

---

### Level 3:

Use stencils to catch rising smoke in patterns on the surface.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#36	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Material & Tools Transience	Draw with an object actually intended for cleaning (wiping).	Use a liquid without pigment that works only by changing paper structure.	Construct a tool that consumes or dissolves itself during drawing.
<b>Realisation:</b>				

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## #36

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### Category:

Material & Tools

---

### Set Name:

Transience

---

### Level 1:

Draw with an object actually intended for cleaning (wiping).

---

### Level 2:

Use a liquid without pigment that works only by changing paper structure.

---

### Level 3:

Construct a tool that consumes or dissolves itself during drawing.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#37	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 1	Octopus	Cement mixer	Scalpel
<b>Realisation:</b>				

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# #37

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### Category:

Idea Combination Architect

---

### Set Name:

Set 1

---

### Level 1:

Octopus

---

### Level 2:

Cement mixer

---

### Level 3:

Scalpel

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#38	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 2	Dragonfly	Helicopter	Soldering iron
<b>Realisation:</b>				

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## #38

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### Category:

Idea Combination Architect

---

### Set Name:

Set 2

---

### Level 1:

Dragonfly

---

### Level 2:

Helicopter

---

### Level 3:

Soldering iron

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#39	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 3	Scorpion	Drill	Astronaut helmet
<b>Realisation:</b>				

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# #39

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### Category:

Idea Combination Architect

---

### Set Name:

Set 3

---

### Level 1:

Scorpion

---

### Level 2:

Drill

---

### Level 3:

Astronaut helmet

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#40	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 4	Stag beetle	Excavator	Microscope
<b>Realisation:</b>				

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# #40

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### Category:

Idea Combination Architect

---

### Set Name:

Set 4

---

### Level 1:

Stag beetle

---

### Level 2:

Excavator

---

### Level 3:

Microscope

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#41	Idea Combination Architect Set 5	Jellyfish	Parachute	Circuit board
<b>Realisation:</b>				

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# #41

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### Category:

Idea Combination Architect

---

### Set Name:

Set 5

---

### Level 1:

Jellyfish

---

### Level 2:

Parachute

---

### Level 3:

Circuit board

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#42	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 6	Ant	Tractor	DNA double helix
<b>Realisation:</b>				

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# #42

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### Category:

Idea Combination Architect

---

### Set Name:

Set 6

---

### Level 1:

Ant

---

### Level 2:

Tractor

---

### Level 3:

DNA double helix

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#43	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 7	Spider	Crane	Test tube
<b>Realisation:</b>				

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# #43

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### Category:

Idea Combination Architect

---

### Set Name:

Set 7

---

### Level 1:

Spider

---

### Level 2:

Crane

---

### Level 3:

Test tube

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#44	Idea Combination Architect Set 8	Elephant trunk	Fire truck	Prism
<b>Realisation:</b>				

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# #44

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### Category:

Idea Combination Architect

---

### Set Name:

Set 8

---

### Level 1:

Elephant trunk

---

### Level 2:

Fire truck

---

### Level 3:

Prism

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#45	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 9	Butterfly	Tow truck	Molecular chain
<b>Realisation:</b>				

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# #45

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### Category:

Idea Combination Architect

---

### Set Name:

Set 9

---

### Level 1:

Butterfly

---

### Level 2:

Tow truck

---

### Level 3:

Molecular chain

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#46	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 10	Shark	Submarine	Telescope
<b>Realisation:</b>				

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# #46

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### Category:

Idea Combination Architect

---

### Set Name:

Set 10

---

### Level 1:

Shark

---

### Level 2:

Submarine

---

### Level 3:

Telescope

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#47	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 11	Bee	Combine harvester	Syringe
<b>Realisation:</b>				

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# #47

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### Category:

Idea Combination Architect

---

### Set Name:

Set 11

---

### Level 1:

Bee

---

### Level 2:

Combine harvester

---

### Level 3:

Syringe

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#48	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 12	Snake	Freight train	Periodic table
<b>Realisation:</b>				

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# #48

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### Category:

Idea Combination Architect

---

### Set Name:

Set 12

---

### Level 1:

Snake

---

### Level 2:

Freight train

---

### Level 3:

Periodic table

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#49	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 13	Bat	Stealth bomber	Pipette
<b>Realisation:</b>				

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# #49

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 13

---

### Level 1:

Bat

---

### Level 2:

Stealth bomber

---

### Level 3:

Pipette

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
05#	Idea Combination Architect Set 14	Praying mantis	Racing car	Laser beam
<b>Realisation:</b>				

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# #50

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### Category:

Idea Combination Architect

---

### Set Name:

Set 14

---

### Level 1:

Praying mantis

---

### Level 2:

Racing car

---

### Level 3:

Laser beam

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#51	Idea Combination Architect Set 15	Whale	Oil tanker	Mushroom cloud
<b>Realisation:</b>				

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# #51

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 15

---

### Level 1:

Whale

---

### Level 2:

Oil tanker

---

### Level 3:

Mushroom cloud

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#52	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 16	Firefly	Flashlight	Laboratory rat
<b>Realisation:</b>				

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## #52

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 16

---

### Level 1:

Firefly

---

### Level 2:

Flashlight

---

### Level 3:

Laboratory rat

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#53	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 17	Dung beetle	Street sweeper	Zipper
<b>Realisation:</b>				

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# #53

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 17

---

### Level 1:

Dung beetle

---

### Level 2:

Street sweeper

---

### Level 3:

Zipper

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#54	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 18	Octopus	Rescue helicopter	Blood cells
<b>Realisation:</b>				

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# #54

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 18

---

### Level 1:

Octopus

---

### Level 2:

Rescue helicopter

---

### Level 3:

Blood cells

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#55	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 19	Grasshopper	Motocross bike	Centrifuge
<b>Realisation:</b>				

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# #55

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 19

---

### Level 1:

Grasshopper

---

### Level 2:

Motocross bike

---

### Level 3:

Centrifuge

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#56	Idea Combination Architect Set 20	Chameleon	Camouflage net	X-ray
<b>Realisation:</b>				

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# #56

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 20

---

### Level 1:

Chameleon

---

### Level 2:

Camouflage net

---

### Level 3:

X-ray

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#57	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 21	Lobster	Forklift	Petri dish
<b>Realisation:</b>				

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# #57

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 21

---

### Level 1:

Lobster

---

### Level 2:

Forklift

---

### Level 3:

Petri dish

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#58	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 22	Centipede	Conveyor belt	Vaccine
<b>Realisation:</b>				

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## #58

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 22

---

### Level 1:

Centipede

---

### Level 2:

Conveyor belt

---

### Level 3:

Vaccine

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#5#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 23	Moth	Headlight	Pacemaker
<b>Realisation:</b>				

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## #59

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 23

---

### Level 1:

Moth

---

### Level 2:

Headlight

---

### Level 3:

Pacemaker

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
09	Idea Combination Architect Set 24	Rhino	Tank	Osmosis
<b>Realisation:</b>				

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# #60

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 24

---

### Level 1:

Rhino

---

### Level 2:

Tank

---

### Level 3:

Osmosis

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#61	Idea Combination Architect Set 25	Caterpillar	Articulated bus	Cell nucleus
<b>Realisation:</b>				

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# #61

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 25

---

### Level 1:

Caterpillar

---

### Level 2:

Articulated bus

---

### Level 3:

Cell nucleus

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#62	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 26	Termite	Jackhammer	Endoscope
<b>Realisation:</b>				

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# #62

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 26

---

### Level 1:

Termite

---

### Level 2:

Jackhammer

---

### Level 3:

Endoscope

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#63	Idea Combination Architect Set 27	Seahorse	Vespa	Particle accelerator
<b>Realisation:</b>				

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## #63

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 27

---

### Level 1:

Seahorse

---

### Level 2:

Vespa

---

### Level 3:

Particle accelerator

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#64	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 28	Toad	Monster truck	Galvanization
<b>Realisation:</b>				

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# #64

---

### Category:

Idea Combination Architect

---

### Set Name:

Set 28

---

### Level 1:

Toad

---

### Level 2:

Monster truck

---

### Level 3:

Galvanization

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#65	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Combination Architect Set 29	Woodpecker	Impact drill	Endoscopy
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #65

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### Category:

Idea Combination Architect

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### Set Name:

Set 29

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### Level 1:

Woodpecker

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### Level 2:

Impact drill

---

### Level 3:

Endoscopy

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### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#66	Idea Combination Architect Set 30	Mosquito	Fighter jet	Infusion
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #66

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### Category:

Idea Combination Architect

---

### Set Name:

Set 30

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### Level 1:

Mosquito

---

### Level 2:

Fighter jet

---

### Level 3:

Infusion

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#67	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Sleeping Guardian	Sketch the rough silhouette of your dog in their current resting position.	Capture the direction of fur growth in a specific area (e.g. neck).	Draw the dog embedded in their immediate environment (bed/rug).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #67

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### Category:

Animal Explorer

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### Set Name:

Sleeping Guardian

---

### Level 1:

Sketch the rough silhouette of your dog in their current resting position.

---

### Level 2:

Capture the direction of fur growth in a specific area (e.g. neck).

---

### Level 3:

Draw the dog embedded in their immediate environment (bed/rug).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
88	Animal Explorer Mini Guest	Find a small creature (spider/fly) and draw its outlines.	Focus on the limbs – how are the legs attached to the body?	Draw the world from this creature's view (window frame as a mountain).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #68

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### Category:

Animal Explorer

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### Set Name:

Mini Guest

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### Level 1:

Find a small creature (spider/fly) and draw its outlines.

---

### Level 2:

Focus on the limbs â€” how are the legs attached to the body?

---

### Level 3:

Draw the world from this creature's view (window frame as a mountain).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#69#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Leather Landscapes	Choose a leather object (shoe/bag) and draw the basic shape.	Capture the wrinkles and scars in the material from use.	Draw a fictional animal living in these folds like a mountain range.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #69

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### Category:

Animal Explorer

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### Set Name:

Leather Landscapes

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### Level 1:

Choose a leather object (shoe/bag) and draw the basic shape.

---

### Level 2:

Capture the wrinkles and scars in the material from use.

---

### Level 3:

Draw a fictional animal living in these folds like a mountain range.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#70	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Potted Jungle	Sketch the growth form of one of your houseplants.	Choose a single leaf and draw the fine veins and imperfections.	Draw how the plant moves or „breathes“ at night when no one is watching.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #70

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### Category:

Animal Explorer

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### Set Name:

Potted Jungle

---

### Level 1:

Sketch the growth form of one of your houseplants.

---

### Level 2:

Choose a single leaf and draw the fine veins and imperfections.

---

### Level 3:

Draw how the plant moves or „breathes“ at night when no one is watching.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#1	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Paw Portrait	Draw a dog's paw from below (the pad structure).	Capture how the claws emerge from the fur and their texture.	Draw the paw in action "applying pressure to the ground."
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #71

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### Category:

Animal Explorer

---

### Set Name:

Paw Portrait

---

### Level 1:

Draw a dog's paw from below (the pad structure).

---

### Level 2:

Capture how the claws emerge from the fur and their texture.

---

### Level 3:

Draw the paw in action "applying pressure to the ground."

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#72	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Dust Dwellers	Find a spot you haven't cleaned in a while and draw the findings there.	Capture the texture of dust bunnies and how they hook together.	Invent a creature that lives perfectly camouflaged in this gray microcosm.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #72

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### Category:

Animal Explorer

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### Set Name:

Dust Dwellers

---

### Level 1:

Find a spot you haven't cleaned in a while and draw the findings there.

---

### Level 2:

Capture the texture of dust bunnies and how they hook together.

---

### Level 3:

Invent a creature that lives perfectly camouflaged in this gray microcosm.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#73	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Water Worlds	Observe water in a vessel and draw the reflection at the edge.	Capture the movement of the surface when a drop falls in.	Draw a creature that exists half in water and half in air.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #73

---

### Category:

Animal Explorer

---

### Set Name:

Water Worlds

---

### Level 1:

Observe water in a vessel and draw the reflection at the edge.

---

### Level 2:

Capture the movement of the surface when a drop falls in

---

### Level 3:

Draw a creature that exists half in water and half in air.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#74	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Hard Shells	Find a hard object (nut/ shell/stone) and draw the outer shape.	Look for cracks or uneven- ness in the shell and work them out.	Draw what might be hidden inside (soft core or mecha- nism).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #74

---

### Category:

Animal Explorer

---

### Set Name:

Hard Shells

---

### Level 1:

Find a hard object (nut/shell/stone) and draw the outer shape.

---

### Level 2:

Look for cracks or unevenness in the shell and work them out.

---

### Level 3:

Draw what might be hidden inside (soft core or mechanism).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#75	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Animal Explorer Ear Anatomy	Draw the outer shape of a dog's ear.	Capture the cartilage structures and fine hairs inside.	Visualize hearing: how does the ear deform at a sound?
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #75

---

### Category:

Animal Explorer

---

### Set Name:

Ear Anatomy

---

### Level 1:

Draw the outer shape of a dog's ear.

---

### Level 2:

Capture the cartilage structures and fine hairs inside.

---

### Level 3:

Visualize hearing: how does the ear deform at a sound?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#76	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Textile Hiding	Throw a blanket in a pile and draw the large fabric waves.	Go close and draw the weave pattern or individual fibers.	Draw an animal seeking shelter under this fabric „tent“.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #76

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### Category:

Animal Explorer

---

### Set Name:

Textile Hiding

---

### Level 1:

Throw a blanket in a pile and draw the large fabric waves.

---

### Level 2:

Go close and draw the weave pattern or individual fibers.

---

### Level 3:

Draw an animal seeking shelter under this fabric „tent“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#77	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Kitchen Fauna	Take a piece of fruit or vegetable and sketch its silhouette.	Cut it open and draw the interior (seeds/lamellae/fibers).	Draw how the object changes as it shrivels or sprouts.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #77

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### Category:

Animal Explorer

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### Set Name:

Kitchen Fauna

---

### Level 1:

Take a piece of fruit or vegetable and sketch its silhouette.

---

### Level 2:

Cut it open and draw the interior (seeds/lamellae/fibers).

---

### Level 3:

Draw how the object changes as it shrivels or sprouts.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#78	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Window Safari	Draw a bird or animal you see outside from the window.	Capture the characteristic movement or resting pose of this animal.	Integrate the window frame as a border in your drawing.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #78

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### Category:

Animal Explorer

---

### Set Name:

Window Safari

---

### Level 1:

Draw a bird or animal you see outside from the window.

---

### Level 2:

Capture the characteristic movement or resting pose of this animal.

---

### Level 3:

Integrate the window frame as a border in your drawing.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#79	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Old Wardrobe	Sketch a jacket hanging on a hook.	Pay attention to the heavy folds on the sleeve and material details.	Draw the jacket as if it were a sleeping being about to wake.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #79

---

### Category:

Animal Explorer

---

### Set Name:

Old Wardrobe

---

### Level 1:

Sketch a jacket hanging on a hook.

---

### Level 2:

Pay attention to the heavy folds on the sleeve and material details.

---

### Level 3:

Draw the jacket as if it were a sleeping being about to wake.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

08#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Bookworm Territory	Draw a stack of books from the side (the spines).	Capture the different paper structures on the cut edges of the pages.	Draw a tiny creature living in the spaces between the pages.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #80

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### Category:

Animal Explorer

---

### Set Name:

Bookworm Territory

---

### Level 1:

Draw a stack of books from the side (the spines).

---

### Level 2:

Capture the different paper structures on the cut edges of the pages.

---

### Level 3:

Draw a tiny creature living in the spaces between the pages.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#81	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Dog Nose	Draw your dog's nose part in front view.	Concentrate on the fine, leathery texture and mois- ture (highlights).	Visualize the air flow when sniffing using lines or dots.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #81

---

### Category:

Animal Explorer

---

### Set Name:

Dog Nose

---

### Level 1:

Draw your dog's nose part in front view.

---

### Level 2:

Concentrate on the fine, leathery texture and moisture (highlights).

---

### Level 3:

Visualize the air flow when sniffing using lines or dots.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#82	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Bathroom Metamorphosis	Draw a tube or bottle that is almost empty and crumpled.	Capture the light reflections on the smooth surface (plastic/metal).	Transform the object into an armored animal with limbs.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #82

---

### Category:

Animal Explorer

---

### Set Name:

Bathroom Metamorphosis

---

### Level 1:

Draw a tube or bottle that is almost empty and crumpled.

---

### Level 2:

Capture the light reflections on the smooth surface (plastic/metal).

---

### Level 3:

Transform the object into an armored animal with limbs.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#83	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Light Ghosts	Observe a light spot on the floor and draw its shape.	Draw how the shadow of furniture or a plant cuts this spot.	Create a creature made only of this light that vanishes in shadow.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #83

---

### Category:

Animal Explorer

---

### Set Name:

Light Ghosts

---

### Level 1:

Observe a light spot on the floor and draw its shape.

---

### Level 2:

Draw how the shadow of furniture or a plant cuts this spot.

---

### Level 3:

Create a creature made only of this light that vanishes in shadow.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#84	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Wood Stories	Find a wooden surface and sketch the grain of a small area.	Draw a knot or a notch in the wood in great detail.	Draw a „wood spirit“ emerging from the lines of the grain.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #84

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### Category:

Animal Explorer

---

### Set Name:

Wood Stories

---

### Level 1:

Find a wooden surface and sketch the grain of a small area.

---

### Level 2:

Draw a knot or a notch in the wood in great detail.

---

### Level 3:

Draw a „wood spirit“ emerging from the lines of the grain.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#85	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Guardians of the Door	Draw your shoes as they stand in the hallway.	Focus on the sole and tread " what have they „experienced“?	Draw the shoes as a home for a small animal family.
<b>Realisation:</b>				

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# #85

---

### Category:

Animal Explorer

---

### Set Name:

Guardians of the Door

---

### Level 1:

Draw your shoes as they stand in the hallway.

---

### Level 2:

Focus on the sole and tread — what have they „experienced“?

---

### Level 3:

Draw the shoes as a home for a small animal family.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
98#	Animal Explorer Tool Creatures	Take a tool from the drawer (hammer/pliers) and draw the basic shape.	Pay attention to signs of use, rust, or wear on the handle.	Draw how the tool becomes the skeleton of a mechanical insect.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #86

---

### Category:

Animal Explorer

---

### Set Name:

Tool Creatures

---

### Level 1:

Take a tool from the drawer (hammer/pliers) and draw the basic shape.

---

### Level 2:

Pay attention to signs of use, rust, or wear on the handle.

---

### Level 3:

Draw how the tool becomes the skeleton of a mechanical insect.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

<b>#87</b>	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Animal Explorer Bowl Reflection	Draw the dog's bowl at an angle from above.	Capture the distortion of your face or the room in the metal.	Draw an animal emerging from this distorted world in the metal.
<b>Realisation:</b>				

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# #87

---

### Category:

Animal Explorer

---

### Set Name:

Bowl Reflection

---

### Level 1:

Draw the dog's bowl at an angle from above.

---

### Level 2:

Capture the distortion of your face or the room in the metal.

---

### Level 3:

Draw an animal emerging from this distorted world in the metal.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
88#	Animal Explorer Cable Mesh	Find a tangle of cables and sketch their path.	Capture the plugs and different thicknesses of the lines.	Draw the cables as tentacles of a being that feeds on electricity.
<b>Realisation:</b>				

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## #88

---

### Category:

Animal Explorer

---

### Set Name:

Cable Mesh

---

### Level 1:

Find a tangle of cables and sketch their path.

---

### Level 2:

Capture the plugs and different thicknesses of the lines.

---

### Level 3:

Draw the cables as tentacles of a being that feeds on electricity.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

68#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Broken Detail	Find something broken (crack in a cup/loose thread) and draw it.	Go into detail: what exactly does the break or fray look like?	Draw a repair ant currently fixing the damage.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #89

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### Category:

Animal Explorer

---

### Set Name:

Broken Detail

---

### Level 1:

Find something broken (crack in a cup/loose thread) and draw it.

---

### Level 2:

Go into detail: what exactly does the break or fray look like?

---

### Level 3:

Draw a repair and currently fixing the damage.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

06#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Bread Structures	Take a slice of bread and sketch the shape.	Draw the pores of the crumb and the crust as realistically as possible.	Draw the bread structure as a vast cave landscape.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #90

---

### Category:

Animal Explorer

---

### Set Name:

Bread Structures

---

### Level 1:

Take a slice of bread and sketch the shape.

---

### Level 2:

Draw the pores of the crumb and the crust as realistically as possible.

---

### Level 3:

Draw the bread structure as a vast cave landscape.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#91	Animal Explorer Pet Interaction	Draw your dog interacting with an object (toy/blanket).	Capture the tension in the body during play or chewing.	Draw the „aura“ of the toy &€“ why is it so valuable to them?
<b>Realisation:</b>				

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# #91

---

### Category:

Animal Explorer

---

### Set Name:

Pet Interaction

---

### Level 1:

Draw your dog interacting with an object (toy/blanket).

---

### Level 2:

Capture the tension in the body during play or chewing.

---

### Level 3:

Draw the „aura“ of the toy â€”  
why is it so valuable to them?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#92	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Paper Mountains	Crumple a piece of paper and draw the relief of light and shadow.	Try to distinguish the sharp edges from the soft surfaces.	Draw small mountaineers climbing these paper peaks.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #92

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### Category:

Animal Explorer

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### Set Name:

Paper Mountains

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### Level 1:

Crumple a piece of paper and draw the relief of light and shadow.

---

### Level 2:

Try to distinguish the sharp edges from the soft surfaces.

---

### Level 3:

Draw small mountaineers climbing these paper peaks.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#93	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Glass Transparency	Draw an empty glass, paying attention only to outlines and light edges.	Fill the glass halfway with water and draw how back- grounds distort.	Draw a small animal hiding in this distorted water world.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #93

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### Category:

Animal Explorer

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### Set Name:

Glass Transparency

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### Level 1:

Draw an empty glass, paying attention only to outlines and light edges.

---

### Level 2:

Fill the glass halfway with water and draw how backgrounds distort.

---

### Level 3:

Draw a small animal hiding in this distorted water world.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#94	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Technical Skeleton	Draw a technical device (remote/keyboard) in oblique view.	Concentrate on the spaces between keys or the labels.	Draw the device as a petrified fossil of a past civilization.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #94

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### Category:

Animal Explorer

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### Set Name:

Technical Skeleton

---

### Level 1:

Draw a technical device (remote/keyboard) in oblique view.

---

### Level 2:

Concentrate on the spaces between keys or the labels.

---

### Level 3:

Draw the device as a petrified fossil of a past civilization.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#95	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Animal Explorer Mirror Study	Look in the mirror and draw only your eye area.	Capture the eyelashes and the reflection of the room in the pupil.	Draw yourself as another being watching you from the mirror.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #95

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### Category:

Animal Explorer

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### Set Name:

Mirror Study

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### Level 1:

Look in the mirror and draw only your eye area.

---

### Level 2:

Capture the eyelashes and the reflection of the room in the pupil.

---

### Level 3:

Draw yourself as another being watching you from the mirror.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
96#	Animal Explorer Final Room Check	Stand in the middle of your room	draw the object furthest from you.	Draw the object closest to you in the same image.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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## #96

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### Category:

Animal Explorer

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### Set Name:

Final Room Check

---

### Level 1:

Stand in the middle of your room

---

### Level 2:

draw the object furthest from you.

---

### Level 3:

Draw the object closest to you in the same image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#97	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	News Reporter The Headline	Create a graphic icon summarizing today's top news.	Illustrate a direct quote from a person involved.	Draw a political caricature exaggerating the irony of the news.
<b>Realisation:</b>				

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# #97

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### Category:

News Reporter

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### Set Name:

The Headline

---

### Level 1:

Create a graphic icon summarizing today's top news.

---

### Level 2:

Illustrate a direct quote from a person involved.

---

### Level 3:

Draw a political caricature exaggerating the irony of the news.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

86#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Weather & Climate	Draw a symbol for the most extreme weather event reported today.	Visualize the physical force behind this report (currents/heat).	Design an urban sketch: how do we adapt to this weather in 2026?

**Realisation:**



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# #98

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## Category:

News Reporter

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## Set Name:

Weather & Climate

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## Level 1:

Draw a symbol for the most extreme weather event reported today.

---

## Level 2:

Visualize the physical force behind this report (currents/heat).

---

## Level 3:

Design an urban sketch: how do we adapt to this weather in 2026?

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

66#	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Economy & Numbers	Convert a trend line (stocks/ inflation) into an organic line.	Draw the item that became more expensive today as a „precious jewel“.	Create a satirical graphic on the ratio of „money“ to „real value“.
<b>Realisation:</b>				

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# #99

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### Category:

News Reporter

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### Set Name:

Economy & Numbers

---

### Level 1:

Convert a trend line (stocks/inflation) into an organic line.

---

### Level 2:

Draw the item that became more expensive today as a „precious jewel“.

---

### Level 3:

Create a satirical graphic on the ratio of „money“ to „real value“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#100	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Diplomacy & Borders	Draw two hands performing a gesture from today's foreign policy.	Visualize a border or barrier mentioned as a physical obstacle.	Draw a bridge between opposing camps built from symbols of both.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #100

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### Category:

News Reporter

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### Set Name:

Diplomacy & Borders

---

### Level 1:

Draw two hands performing a gesture from today's foreign policy.

---

### Level 2:

Visualize a border or barrier mentioned as a physical obstacle.

---

### Level 3:

Draw a bridge between opposing camps built from symbols of both.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#101	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Tech Update 2026	Sketch the new gadget or innovation reported today.	Draw the „invisible“ side (data streams/waves/masts).	Draw the reaction of a human encountering this for the first time.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #101

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### Category:

News Reporter

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### Set Name:

Tech Update 2026

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### Level 1:

Sketch the new gadget or innovation reported today.

---

### Level 2:

Draw the „invisible“ side (data streams/waves/masts).

---

### Level 3:

Draw the reaction of a human encountering this for the first time.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#102	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Social Movements	Draw a banner or symbol of a group active today.	Capture the energy of a crowd through abstract lines and masses.	Draw the face of a person representing this movement.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #102

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### Category:

News Reporter

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### Set Name:

Social Movements

---

### Level 1:

Draw a banner or symbol of a group active today.

---

### Level 2:

Capture the energy of a crowd through abstract lines and masses.

---

### Level 3:

Draw the face of a person representing this movement.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#103	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Space & Research	Draw the celestial body or object discovered today.	Sketch the instrument (probe/telescope) that enabled it.	Draw a scene: what would it feel like to stand in that location?
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #103

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### Category:

News Reporter

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### Set Name:

Space & Research

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### Level 1:

Draw the celestial body or object discovered today.

---

### Level 2:

Sketch the instrument (probe/telescope) that enabled  
t

---

### Level 3:

Draw a scene: what would it feel  
like to stand in that location?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#104	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Culture & Trends	Draw the outfit or symbol of the pop phenomenon going viral today.	Visualize the „hype“ as a type of physical radiation.	Draw a critic observing this phenomenon through a magnifying glass.
<b>Realisation:</b>				

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# #104

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### Category:

News Reporter

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### Set Name:

Culture & Trends

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### Level 1:

Draw the outfit or symbol of the pop phenomenon going viral today.

---

### Level 2:

Visualize the „hype“ as a type of physical radiation.

---

### Level 3:

Draw a critic observing this phenomenon through a magnifying glass.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#105	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Health & Biology	Draw a cell or medical symbol in the headlines today.	Illustrate the path of a compound or cure through the body.	Draw a portrait of „Resilience“: a human who beat a crisis.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #105

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### Category:

News Reporter

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### Set Name:

Health & Biology

---

### Level 1:

Draw a cell or medical symbol in the headlines today.

---

### Level 2:

Illustrate the path of a compound or cure through the body.

---

### Level 3:

Draw a portrait of „Resilience“: a human who beat a crisis.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#106	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Sport & Triumph	Draw the equipment or venue of today's big competition.	Capture the anatomy of the winning pose or highest tension.	Draw the feeling of defeat and victory in one high-contrast image.
<b>Realisation:</b>				

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# #106

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### Category:

News Reporter

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### Set Name:

Sport & Triumph

---

### Level 1:

Draw the equipment or venue of today's big competition.

---

### Level 2:

Capture the anatomy of the winning pose or highest tension.

---

### Level 3:

Draw the feeling of defeat and victory in one high-contrast image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#107	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Local Events	Draw a landmark of your city mentioned in local news.	Draw the change (construction/festival/demolition) happening there.	Draw the residents of your city reacting to this local news.
<b>Realisation:</b>				

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# #107

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### Category:

News Reporter

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### Set Name:

Local Events

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### Level 1:

Draw a landmark of your city mentioned in local news.

---

### Level 2:

Draw the change (construction/festival/demolition) happening there.

---

### Level 3:

Draw the residents of your city reacting to this local news.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#108	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Justice & Law	Draw a symbol for justice or law (scales/gavel).	Visualize a legal paragraph as a labyrinth for a person to navigate.	Draw the verdict: what does the world look like after this law?
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #108

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### Category:

News Reporter

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### Set Name:

Justice & Law

---

### Level 1:

Draw a symbol for justice or law (scales/gavel).

---

### Level 2:

Visualize a legal paragraph as a labyrinth for a person to navigate.

---

### Level 3:

Draw the verdict: what does the world look like after this law?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#109	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Infrastructure	Draw the transport (train/ drone) subject of a debate today.	Sketch the network (rails/air corridors) enabling it.	Draw a „traffic jam“ of the future – what does stand- still look like in 2026?
<b>Realisation:</b>				

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# #109

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### Category:

News Reporter

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### Set Name:

Infrastructure

---

### Level 1:

Draw the transport (train/drone) subject of a debate today.

---

### Level 2:

Sketch the network (rails/air corridors) enabling t

---

### Level 3:

Draw a „traffic jam“ of the future â€“  
what does standstill look like in 2026?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#110	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Environmentalism	Draw an endangered species appearing in a report today.	Draw the threat (plastic/digger) as a dark, enclosing form.	Draw a „rescue vision“: how humans and nature could cooperate.
<b>Realisation:</b>				

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# #110

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### Category:

News Reporter

---

### Set Name:

Environmentalism

---

### Level 1:

Draw an endangered species appearing in a report today.

---

### Level 2:

Draw the threat (plastic/digger) as a dark, enclosing form.

---

### Level 3:

Draw a „rescue vision“: how humans and nature could cooperate.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#111	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Education & Future	Draw an object from a modern classroom (VR/tablet).	Visualize „learning“ as a tree growing from a student's head.	Draw the workplace of the future this education prepares for.
<b>Realisation:</b>				

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# #111

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### Category:

News Reporter

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### Set Name:

Education & Future

---

### Level 1:

Draw an object from a modern classroom (VR/tablet).

---

### Level 2:

Visualize „learning“ as a tree growing from a student’s head.

---

### Level 3:

Draw the workplace of the future this education prepares for.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don’t make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#112	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Energy & Resources	Draw an energy source (wind turbine/fusion reactor) from the news.	Draw the „hunger“ for energy as a web of lines spanning Earth.	Draw a day without power – how would your life change immediately?
<b>Realisation:</b>				

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# #112

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### Category:

News Reporter

---

### Set Name:

Energy & Resources

---

### Level 1:

Draw an energy source (wind turbine/fusion reactor) from the news.

---

### Level 2:

Draw the „hunger“ for energy as a web of lines spanning Earth.

---

### Level 3:

Draw a day without power â€” how would your life change immediately?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#113	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Artificial Intelligence	Draw a metaphor for AI (e.g. glass brain).	Visualize AI training as de- vouring millions of images/ words.	Draw a self-portrait with an AI: who is leading the pen?
<b>Realisation:</b>				

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# #113

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### Category:

News Reporter

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### Set Name:

Artificial Intelligence

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### Level 1:

Draw a metaphor for AI (e.g. glass brain).

---

### Level 2:

Visualize AI training as devouring millions of images/words.

---

### Level 3:

Draw a self-portrait with an AI: who is leading the pen?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#114	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Migration	Draw a simple means of transport (boat/shoe/backpack) from a report.	Capture the hope and fear in the eyes of a person leaving home.	Draw a „welcome“ – what does a place of safety look like?
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #114

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### Category:

News Reporter

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### Set Name:

Migration

---

### Level 1:

Draw a simple means of transport (boat/shoe/backpack) from a report.

---

### Level 2:

Capture the hope and fear in the eyes of a person leaving home.

---

### Level 3:

Draw a „welcome“ â€“ what does a place of safety look like?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#115	News Reporter Scandals	Draw a locked file or safe that was „cracked“ today.	Visualize the information coming to light as blinding light.	Draw the crumbling facade of a powerful person or institution.
<b>Realisation:</b>				

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# #115

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### Category:

News Reporter

---

### Set Name:

Scandals

---

### Level 1:

Draw a locked file or safe that was „cracked“ today.

---

### Level 2:

Visualize the information coming to light as blinding light.

---

### Level 3:

Draw the crumbling facade of a powerful person or institution.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#116	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Peace Negotiations	Draw a white flag or dove in a modern graphic style.	Draw the negotiating table as an unstable house of cards.	Draw the first flower growing on a former battlefield.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #116

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### Category:

News Reporter

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### Set Name:

Peace Negotiations

---

### Level 1:

Draw a white flag or dove in a modern graphic style.

---

### Level 2:

Draw the negotiating table as an unstable house of cards.

---

### Level 3:

Draw the first flower growing on a former battlefield.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#117	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Changing World of Work	Draw a tool of a profession considered „extinct“ or „reinvented“.	Sketch the exhaustion or enthusiasm of a worker in this field.	Invent a profession that could only exist in the year 2026.
<b>Realisation:</b>				

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# #117

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### Category:

News Reporter

---

### Set Name:

Changing World of Work

---

### Level 1:

Draw a tool of a profession considered „extinct“ or „re-invented“.

---

### Level 2:

Sketch the exhaustion or enthusiasm of a worker in this field.

---

### Level 3:

Invent a profession that could only exist in the year 2026.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#118	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Fake News & Truth	Draw an eye seeing two different images at once.	Visualize a lie as a sticky web covering the truth.	Draw a „filter lab“: how do you distinguish true from false today?
<b>Realisation:</b>				

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# #118

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### Category:

News Reporter

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### Set Name:

Fake News & Truth

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### Level 1:

Draw an eye seeing two different images at once.

---

### Level 2:

Visualize a lie as a sticky web covering the truth.

---

### Level 3:

Draw a „filter lab“: how do you distinguish true from false today?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#119	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Demographic Change	Draw a walking stick and a stroller side by side.	Visualize the aging or growth of a society as a pyramid.	Draw a multi-generation house of the future.
<b>Realisation:</b>				

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# #119

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### Category:

News Reporter

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### Set Name:

Demographic Change

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### Level 1:

Draw a walking stick and a stroller side by side.

---

### Level 2:

Visualize the aging or growth of a society as a pyramid.

---

### Level 3:

Draw a multi-generation house of the future.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#120	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Food Security	Draw a staple food (grain/ rice) that is scarce or expensive today.	Sketch the logistics (trucks/ ships) moving food around the world.	Draw „lab food“ – what does meat or veg from a retort look like?
<b>Realisation:</b>				

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# #120

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### Category:

News Reporter

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### Set Name:

Food Security

---

### Level 1:

Draw a staple food (grain/rice) that is scarce or expensive today.

---

### Level 2:

Sketch the logistics (trucks/ships) moving food around the world.

---

### Level 3:

Draw „lab food“ — what does meat or veg from a retort look like?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#121	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Cyber Security	Draw a padlock made of binary code (0 and 1).	Visualize a hacker attack as a digital swarm of locusts.	Draw your „digital self“ behind a fortress of firewalls.
<b>Realisation:</b>				

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# #121

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### Category:

News Reporter

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### Set Name:

Cyber Security

---

### Level 1:

Draw a padlock made of binary code (0 and 1).

---

### Level 2:

Visualize a hacker attack as a digital swarm of locusts.

---

### Level 3:

Draw your „digital self“ behind a fortress of firewalls.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#122	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Space Milestones	Draw the flag or logo of today's space mission.	Sketch the feeling of weightlessness through floating objects.	Draw the view back at Earth from a far distant point.
<b>Realisation:</b>				

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# #122

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### Category:

News Reporter

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### Set Name:

Space Milestones

---

### Level 1:

Draw the flag or logo of today's space mission.

---

### Level 2:

Sketch the feeling of weightlessness through floating objects.

---

### Level 3:

Draw the view back at Earth from a far distant point.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#123	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Arch. Competitions	Draw the spectacular building that won a design contest today.	Analyze the structure: draw only the frame or load lines.	Draw life in this building in 50 years – how has it aged?
<b>Realisation:</b>				

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# #123

---

### Category:

News Reporter

---

### Set Name:

Arch. Competitions

---

### Level 1:

Draw the spectacular building that won a design contest today.

---

### Level 2:

Analyze the structure: draw only the frame or load lines.

---

### Level 3:

Draw life in this building in 50 years – how has it aged?

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#124	News Reporter Faith & Religion	Draw a religious symbol appearing in a holiday or conflict context.	Visualize „faith“ as a light shining from the inside out.	Draw a moment of silence in the middle of a loud, modern world.
<b>Realisation:</b>				

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# #124

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### Category:

News Reporter

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### Set Name:

Faith & Religion

---

### Level 1:

Draw a religious symbol appearing in a holiday or conflict context.

---

### Level 2:

Visualize „faith“ as a light shining from the inside out.

---

### Level 3:

Draw a moment of silence in the middle of a loud, modern world.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#125	News Reporter Disaster Relief	Draw the Red Cross or a relief package sent today.	Sketch the hands of helpers and those in need touching.	Draw the reconstruction: new colorful forms rising from ruins.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #125

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### Category:

News Reporter

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### Set Name:

Disaster Relief

---

### Level 1:

Draw the Red Cross or a relief package sent today.

---

### Level 2:

Sketch the hands of helpers and those in need touching.

---

### Level 3:

Draw the reconstruction: new colorful forms rising from ruins.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#126	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	News Reporter Forecast	Choose the most important symbol of the current month.	Draw how this symbol slowly fades or is replaced by a new one.	Draw your personal prediction for the headline in exactly one month.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #126

---

### Category:

News Reporter

---

### Set Name:

Forecast

---

### Level 1:

Choose the most important symbol of the current month.

---

### Level 2:

Draw how this symbol slowly fades or is replaced by a new one.

---

### Level 3:

Draw your personal prediction for the headline in exactly one month.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#127	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Egon Schiele	Draw with a hand movement that constantly pauses or stutters.	Emphasize joints and edges with exaggerated hardness.	Use extreme white space to make the motif feel isolated.
<b>Realisation:</b>				

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# #127

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### Category:

Art & Comic Masters

---

### Set Name:

Egon Schiele

---

### Level 1:

Draw with a hand movement that constantly pauses or stutters.

---

### Level 2:

Emphasize joints and edges with exaggerated hardness.

---

### Level 3:

Use extreme white space to make the motif feel isolated.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#128	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Moebius	Use an extremely fine, consistent line weight for all contours.	Create shadows exclusively through tiny, precise dots and dashes.	Work out textures so finely that surfaces feel tangible (Greebling).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #128

---

### Category:

Art & Comic Masters

---

### Set Name:

Moebius

---

### Level 1:

Use an extremely fine, consistent line weight for all contours.

---

### Level 2:

Create shadows exclusively through tiny, precise dots and dashes.

---

### Level 3:

Work out textures so finely that surfaces feel tangible (Greebling).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#129	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Van Gogh	Set only short, thick strokes next to each other	no long lines.	Let the strokes follow the form of the object (swirling/ flowing).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #129

---

### Category:

Art & Comic Masters

---

### Set Name:

Van Gogh

---

### Level 1:

Set only short, thick strokes next to each other

---

### Level 2:

no long lines.

---

### Level 3:

Let the strokes follow the form of the object (swirling/flowing).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#130	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters HergÃ©	Draw clear, closed outlines without any shading.	Reduce all forms to their simplest, most recognizable essence.	Use exclusively flat colors without gradients for the finish.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #130

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### Category:

Art & Comic Masters

---

### Set Name:

HergÃ©

---

### Level 1:

Draw clear, closed outlines without any shading.

---

### Level 2:

Reduce all forms to their simplest, most recognizable essence.

---

### Level 3:

Use exclusively flat colors without gradients for the finish.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#131	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Rembrandt	Set an extremely strong light source	let 70% of the image vanish.	Draw details only where the light hits
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #131

---

### Category:

Art & Comic Masters

---

### Set Name:

Rembrandt

---

### Level 1:

Set an extremely strong light source

---

### Level 2:

let 70% of the image vanish.

---

### Level 3:

Draw details only where the light hits

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#132	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Klimt	Fill areas within your motif with geometric patterns.	Combine flat patterns with plastically worked details (hands/face).	Use gold or metallic tones to maximize decorative effect.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #132

---

### Category:

Art & Comic Masters

---

### Set Name:

Klimt

---

### Level 1:

Fill areas within your motif with geometric patterns.

---

### Level 2:

Combine flat patterns with plastically worked details (hands/face).

---

### Level 3:

Use gold or metallic tones to maximize decorative effect.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#133	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Enki Bilal	Use a limited palette of blue and gray tones with pale accents.	Create a dirty, grainy texture through smudging or chalk effects.	Draw traces of decay or rust on the surfaces of your objects.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #133

---

### Category:

Art & Comic Masters

---

### Set Name:

Enki Bilal

---

### Level 1:

Use a limited palette of blue and gray tones with pale accents.

---

### Level 2:

Create a dirty, grainy texture through smudging or chalk effects.

---

### Level 3:

Draw traces of decay or rust on the surfaces of your objects.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#134	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Picasso	Draw an object from two different perspectives simultaneously.	Break forms into geometric planes and rearrange them slightly.	Reduce color choice to a minimum to focus on form fragmentation.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #134

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### Category:

Art & Comic Masters

---

### Set Name:

Picasso

---

### Level 1:

Draw an object from two different perspectives simultaneously.

---

### Level 2:

Break forms into geometric planes and rearrange them slightly.

---

### Level 3:

Reduce color choice to a minimum to focus on form fragmentation.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#135	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Monet	Draw without sketching	use color dabs to catch light.	Avoid black lines
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #135

---

### Category:

Art & Comic Masters

---

### Set Name:

Monet

---

### Level 1:

Draw without sketching

---

### Level 2:

use color dabs to catch light.

---

### Level 3:

Avoid black lines

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#136	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Basquiat	Draw raw, fast, and intuitively, as if the paper were a wall.	Combine simple symbols, cryptic words, and rough sketches.	Paint over parts of your drawing so layers remain visible.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #136

---

### Category:

Art & Comic Masters

---

### Set Name:

Basquiat

---

### Level 1:

Draw raw, fast, and intuitively, as if the paper were a wall.

---

### Level 2:

Combine simple symbols, cryptic words, and rough sketches.

---

### Level 3:

Paint over parts of your drawing so layers remain visible.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#137	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Mucha	Use flowing, whiplash-like lines (Art Nouveau).	Frame your main motif with floral or decorative elements.	Use elongated, vertical formats for your composition.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #137

---

### Category:

Art & Comic Masters

---

### Set Name:

Mucha

---

### Level 1:

Use flowing, whiplash-like lines (Art Nouveau).

---

### Level 2:

Frame your main motif with floral or decorative elements.

---

### Level 3:

Use elongated, vertical formats for your composition.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#138	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Mignola	Use massive black areas to define forms (high contrast).	Draw shadows as hard, angular geometric blocks.	Reduce details to the absolute minimum needed for recognition.
<b>Realisation:</b>				

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# #138

---

### Category:

Art & Comic Masters

---

### Set Name:

Mignola

---

### Level 1:

Use massive black areas to define forms (high contrast).

---

### Level 2:

Draw shadows as hard, angular geometric blocks.

---

### Level 3:

Reduce details to the absolute minimum needed for recognition.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#139	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Kahlo	Integrate personal or anatomical symbols directly into the motif.	Use a frontal view with a rigid, almost iconic focus.	Connect the motif physically to the background (e.g. vines/veins).
<b>Realisation:</b>				

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# #139

---

### Category:

Art & Comic Masters

---

### Set Name:

Kahlo

---

### Level 1:

Integrate personal or anatomical symbols directly into the motif.

---

### Level 2:

Use a frontal view with a rigid, almost iconic focus.

---

### Level 3:

Connect the motif physically to the background (e.g. vines/veins).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#140	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Hokusai	Use dynamic, curved lines reminiscent of waves or wind.	Create depth by overlapping clearly separated planes.	Use fine, rhythmic lines for textures like water or wood.
<b>Realisation:</b>				

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# #140

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### Category:

Art & Comic Masters

---

### Set Name:

Hokusai

---

### Level 1:

Use dynamic, curved lines reminiscent of waves or wind.

---

### Level 2:

Create depth by overlapping clearly separated planes.

---

### Level 3:

Use fine, rhythmic lines for textures like water or wood.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#141	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Warhol	Draw the same simple motif several times side by side.	Vary only the color combination in each repetition.	Simulate „errors“ like offset outlines or messy color areas.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #141

---

### Category:

Art & Comic Masters

---

### Set Name:

Warhol

---

### Level 1:

Draw the same simple motif several times side by side.

---

### Level 2:

Vary only the color combination in each repetition.

---

### Level 3:

Simulate „errors“ like offset outlines or messy color areas.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#142	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Art & Comic Masters Toppi	Dissolve the border between figure and back- ground via hatching.	Use vertical structures to organize the image.	Work with extreme contrast between very white and very detailed areas.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #142

---

### Category:

Art & Comic Masters

---

### Set Name:

Toppi

---

### Level 1:

Dissolve the border between figure and background via hatching.

---

### Level 2:

Use vertical structures to organize the image.

---

### Level 3:

Work with extreme contrast between very white and very detailed areas.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#143	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Matisse	Draw forms as simple as if cut with scissors.	Use pure, unmixed colors that ignore reality.	Focus on the balance of shapes in the picture space.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #143

---

### Category:

Art & Comic Masters

---

### Set Name:

Matisse

---

### Level 1:

Draw forms as simple as if cut with scissors.

---

### Level 2:

Use pure, unmixed colors that ignore reality.

---

### Level 3:

Focus on the balance of shapes in the picture space.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#144	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Goya	Use blurry dark back-grounds to create an eerie mood.	Exaggerate facial features or proportions into the nightmarish.	Work with strong light from below to cast unnatural shadows.
<b>Realisation:</b>				

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# #144

---

### Category:

Art & Comic Masters

---

### Set Name:

Goya

---

### Level 1:

Use blurry dark backgrounds to create an eerie mood.

---

### Level 2:

Exaggerate facial features or proportions into the nightmarish.

---

### Level 3:

Work with strong light from below to cast unnatural shadows.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#145	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Otomo	Draw technical details (cables/debris) with surgical precision.	Use vanishing point perspectives to suggest gigantic scale.	Create dynamics through the representation of decay or explosions.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #145

---

### Category:

Art & Comic Masters

---

### Set Name:

Otomo

---

### Level 1:

Draw technical details (cables/debris) with surgical precision.

---

### Level 2:

Use vanishing point perspectives to suggest gigantic scale.

---

### Level 3:

Create dynamics through the representation of decay or explosions.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#146	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Degas	Choose a frame where the main motif is cut off at the edge.	Sketch movement with loose, almost sketchy lines (pastel style).	Use an unusual perspective (e.g. from high above or the wings).
<b>Realisation:</b>				

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# #146

---

### Category:

Art & Comic Masters

---

### Set Name:

Degas

---

### Level 1:

Choose a frame where the main motif is cut off at the edge.

---

### Level 2:

Sketch movement with loose, almost sketchy lines (pastel style).

---

### Level 3:

Use an unusual perspective (e.g. from high above or the wings).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#147	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Art & Comic Masters Banksy	Draw in only two tones: a mid-gray and a hard black.	Use clear edges as if the motif were a stencil.	Add a single, colored element that breaks the image's message.
<b>Realisation:</b>				

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# #147

---

### Category:

Art & Comic Masters

---

### Set Name:

Banksy

---

### Level 1:

Draw in only two tones: a mid-gray and a hard black.

---

### Level 2:

Use clear edges as if the motif were a stencil.

---

### Level 3:

Add a single, colored element that breaks the image's message.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#148	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Escher	Draw a pattern that repeats seamlessly (tessellation).	Use perspective lines that lead back into themselves.	Create a fluid transition from a 2D surface to a 3D object.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #148

---

### Category:

Art & Comic Masters

---

### Set Name:

Escher

---

### Level 1:

Draw a pattern that repeats seamlessly (tessellation).

---

### Level 2:

Use perspective lines that lead back into themselves.

---

### Level 3:

Create a fluid transition from a 2D surface to a 3D object.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#149	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Art & Comic Masters Kusama	Cover the entire surface of your motif with dots.	Let the dots continue into the background until figure/ space merge.	Vary dot size to create plas- ticity and depth.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #149

---

### Category:

Art & Comic Masters

---

### Set Name:

Kusama

---

### Level 1:

Cover the entire surface of your motif with dots.

---

### Level 2:

Let the dots continue into the background until figure/space merge.

---

### Level 3:

Vary dot size to create plasticity and depth.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#150	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Frank Miller	Eliminate all grays	work only with absolute white and black.	Use negative drawing: draw white lines into black areas.
<b>Realisation:</b>				

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# #150

---

### Category:

Art & Comic Masters

---

### Set Name:

Frank Miller

---

### Level 1:

Eliminate all grays

---

### Level 2:

work only with absolute white and black.

---

### Level 3:

Use negative drawing: draw white lines into black areas.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#151	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Caravaggio	Set light so only a small part of the object shines brightly.	Work out details in illuminated zones extremely realistically.	Use a completely black background to heighten drama.
<b>Realisation:</b>				

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# #151

---

### Category:

Art & Comic Masters

---

### Set Name:

Caravaggio

---

### Level 1:

Set light so only a small part of the object shines brightly.

---

### Level 2:

Work out details in illuminated zones extremely realistically.

---

### Level 3:

Use a completely black background to heighten drama.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#152	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Keith Haring	Draw thick, uniform outlines without interruption.	Use „vibration strokes“ around the object to suggest movement.	Fill areas with flat, bold colors.
<b>Realisation:</b>				

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# #152

---

### Category:

Art & Comic Masters

---

### Set Name:

Keith Haring

---

### Level 1:

Draw thick, uniform outlines without interruption.

---

### Level 2:

Use „vibration strokes“ around the object to suggest movement.

---

### Level 3:

Fill areas with flat, bold colors.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#153	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Da Vinci	Draw an object as if trying to understand its internal mechanics.	Add handwritten notes and construction lines to the image.	Use fine hatching (red chalk style) to create volume.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #153

---

### Category:

Art & Comic Masters

---

### Set Name:

Da Vinci

---

### Level 1:

Draw an object as if trying to understand its internal mechanics.

---

### Level 2:

Add handwritten notes and construction lines to the image.

---

### Level 3:

Use fine hatching (red chalk style) to create volume.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#154	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Tove Jansson	Use soft, rounded lines for a friendly, calm aura.	Set fine, parallel lines for shadows that look like engravings.	Use vast, empty landscapes to create an atmosphere of silence.
<b>Realisation:</b>				

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# #154

---

### Category:

Art & Comic Masters

---

### Set Name:

Tove Jansson

---

### Level 1:

Use soft, rounded lines for a friendly, calm aura.

---

### Level 2:

Set fine, parallel lines for shadows that look like engravings.

---

### Level 3:

Use vast, empty landscapes to create an atmosphere of silence.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#155	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Rothko	Draw no lines	work only with large, overlapping color fields.	Create soft, „breathing“ edges between the fields.
<b>Realisation:</b>				

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# #155

---

### Category:

Art & Comic Masters

---

### Set Name:

Rothko

---

### Level 1:

Draw no lines

---

### Level 2:

work only with large, overlapping color fields.

---

### Level 3:

Create soft, „breathing“ edges between the fields.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#156	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Art & Comic Masters Takehiko Inoue	Vary pen pressure extremely within a single line.	Use ink or brush strokes for an organic, almost raw dynamic.	Combine coarse brush strokes with photorealistic details.
<b>Realisation:</b>				

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# #156

---

### Category:

Art & Comic Masters

---

### Set Name:

Takehiko Inoue

---

### Level 1:

Vary pen pressure extremely within a single line.

---

### Level 2:

Use ink or brush strokes for an organic, almost raw dynamic.

---

### Level 3:

Combine coarse brush strokes with photorealistic details.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#157	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Rising Tension	Create an atmosphere of expectation in 3 equal panels.	Increase psychological pressure by making panels smaller/closer.	Break tension in the last panel with a sudden POV change.
<b>Realisation:</b>				

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# #157

---

### Category:

Storyteller

---

### Set Name:

Rising Tension

---

### Level 1:

Create an atmosphere of expectation in 3 equal panels.

---

### Level 2:

Increase psychological pressure by making panels smaller/closer.

---

### Level 3:

Break tension in the last panel with a sudden POV change.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#158	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Time Dilation	Show an everyday, short action (e.g. glass tipping) in sequence.	Slow down the moment with tiny intermediate steps in narrow panels.	Use the gutter (space between) as a long empty panel of silence.
<b>Realisation:</b>				

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# #158

---

### Category:

Storyteller

---

### Set Name:

Time Dilation

---

### Level 1:

Show an everyday, short action (e.g. glass tipping) in sequence.

---

### Level 2:

Slow down the moment with tiny intermediate steps in narrow panels.

---

### Level 3:

Use the gutter (space between) as a long empty panel of silence.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#159	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Power Dynamics	Show two people in conversation.	Change the dynamic by showing one from below and one from above.	Reverse power at the end through panel size: winner gets the largest.
<b>Realisation:</b>				

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# #159

---

### Category:

Storyteller

---

### Set Name:

Power Dynamics

---

### Level 1:

Show two people in conversation.

---

### Level 2:

Change the dynamic by showing one from below and one from above.

---

### Level 3:

Reverse power at the end through panel size: winner gets the largest.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#160	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Invisible Secret	Someone finds an object the reader cannot see.	Tell the meaning exclusively through facial expression and shadow.	Use an „insert panel“ to show a tiny environmental detail.
<b>Realisation:</b>				

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# #160

---

### Category:

Storyteller

---

### Set Name:

Invisible Secret

---

### Level 1:

Someone finds an object the reader cannot see.

---

### Level 2:

Tell the meaning exclusively through facial expression and shadow.

---

### Level 3:

Use an „insert panel“ to show a tiny environmental detail.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#161	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Loneliness	Place a figure in an environment.	Strengthen isolation by showing the figure very small/ pushed to edge.	Let the figure „look out“ of the frame in the last panel.
<b>Realisation:</b>				

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# #161

---

**Category:**  
Storyteller

---

**Set Name:**  
Loneliness

---

**Level 1:**  
Place a figure in an environment.

---

**Level 2:**  
Strengthen isolation by showing the figure very small/pushed to edge.

---

**Level 3:**  
Let the figure „look out“ of the frame in the last panel.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#162	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller The Shock	Build a rhythmic sequence with four identical panels.	Interrupt rhythm with a „bleed“ panel (running to paper edge).	Use a Dutch Angle in the shock panel to increase disorientation.
<b>Realisation:</b>				

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# #162

---

**Category:**  
Storyteller

---

**Set Name:**  
The Shock

---

**Level 1:**  
Build a rhythmic sequence with four identical panels.

---

**Level 2:**  
Interrupt rhythm with a „bleed“ panel (running to paper edge).

---

**Level 3:**  
Use a Dutch Angle in the shock panel to increase disorientation.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#163	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Subjective POV	Tell a short encounter entirely from the eyes of one person.	Influence mood by drawing focus blurry or vignetting edges.	Switch surprisingly to 3rd person in the last panel.
<b>Realisation:</b>				

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---

# #163

---

### Category:

Storyteller

---

### Set Name:

Subjective POV

---

### Level 1:

Tell a short encounter entirely from the eyes of one person.

---

### Level 2:

Influence mood by drawing focus blurry or vignetting edges.

---

### Level 3:

Switch surprisingly to 3rd person in the last panel.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#164	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Silence	Design a page without speech bubbles or sound effects.	Use purely visual cues (blowing leaf) to make silence „audible“.	Place a single tiny word (whisper) in a huge white panel.
<b>Realisation:</b>				

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---

# #164

---

### Category:

Storyteller

---

### Set Name:

Silence

---

### Level 1:

Design a page without speech bubbles or sound effects.

---

### Level 2:

Use purely visual cues (blowing leaf) to make silence „audible“.

---

### Level 3:

Place a single tiny word (whisper) in a huge white panel.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#165	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Simultaneity	Show two different places at the same time.	Use a split panel (diagonal line) to show their connection.	Let a graphic element (smoke/light) connect both places across borders.
<b>Realisation:</b>				

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# #165

---

### Category:

Storyteller

---

### Set Name:

Simultaneity

---

### Level 1:

Show two different places at the same time.

---

### Level 2:

Use a split panel (diagonal line) to show their connection.

---

### Level 3:

Let a graphic element (smoke/light) connect both places across borders.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#166	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Foreshadowing	Draw a harmless scene in the foreground.	Place a detail in the background hinting at danger/change.	Use shading density to make this detail unconsciously threatening.
<b>Realisation:</b>				

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# #166

---

### Category:

Storyteller

---

### Set Name:

Foreshadowing

---

### Level 1:

Draw a harmless scene in the foreground.

---

### Level 2:

Place a detail in the background hinting at danger/change.

---

### Level 3:

Use shading density to make this detail unconsciously threatening.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#167	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Chaos	Draw a chase or flight.	Overlap panels out of order and tilt edges to show loss of control.	Use speed lines across the entire page layout.
<b>Realisation:</b>				

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# #167

---

### Category:

Storyteller

---

### Set Name:

Chaos

---

### Level 1:

Draw a chase or flight.

---

### Level 2:

Overlap panels out of order and tilt edges to show loss of control.

---

### Level 3:

Use speed lines across the entire page layout.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#168	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Melancholy	A figure remembers something.	Draw the flashback with softer lines and no fixed borders.	Let an object from the memory protrude into the figure's present.
<b>Realisation:</b>				

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# #168

---

### Category:

Storyteller

---

### Set Name:

Melancholy

---

### Level 1:

A figure remembers something.

---

### Level 2:

Draw the flashback with softer lines and no fixed borders.

---

### Level 3:

Let an object from the memory protrude into the figure's present.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#169	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller The Overheard Moment	A confidential situation between two people.	Draw as if the reader is looking through a door gap/ bush.	Use speech fragments cut off at the edge to imply incomplete hearing.
<b>Realisation:</b>				

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# #169

---

### Category:

Storyteller

---

### Set Name:

The Overheard Moment

---

### Level 1:

A confidential situation between two people.

---

### Level 2:

Draw as if the reader is looking through a door gap/bush.

---

### Level 3:

Use speech fragments cut off at the edge to imply incomplete hearing.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#170	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Physical Effort	Someone coping with a heavy load.	Let the figure push against the panel edge as if it were the weight.	Anatomically stretch the figure at the point of highest strain.
<b>Realisation:</b>				

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# #170

---

### Category:

Storyteller

---

### Set Name:

Physical Effort

---

### Level 1:

Someone coping with a heavy load.

---

### Level 2:

Let the figure push against the panel edge as if it were the weight.

---

### Level 3:

Anatomically stretch the figure at the point of highest strain.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#171	Storyteller Awakening	A figure coming to consciousness.	Use the panel shape (almond/eye) to simulate the view.	Increase brightness and detail from panel to panel.
<b>Realisation:</b>				

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# #171

---

**Category:**  
Storyteller

---

**Set Name:**  
Awakening

---

**Level 1:**  
A figure coming to consciousness.

---

**Level 2:**  
Use the panel shape (almond/eye) to simulate the view.

---

**Level 3:**  
Increase brightness and detail from panel to panel.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#172	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Misunderstanding	Two people talking past each other.	Draw speech bubbles crossing or blocking each other.	Show in small thought bubbles what they actually want to say.
<b>Realisation:</b>				

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# #172

---

### Category:

Storyteller

---

### Set Name:

Misunderstanding

---

### Level 1:

Two people talking past each other.

---

### Level 2:

Draw speech bubbles crossing or blocking each other.

---

### Level 3:

Show in small thought bubbles what they actually want to say.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#173	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Storyteller Decision	A figure facing two paths or options.	Use symmetrical composition to visualize indecision.	Break symmetry at the last moment with an impulsive detail.
<b>Realisation:</b>				

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# #173

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**Category:**  
Storyteller

---

**Set Name:**  
Decision

---

**Level 1:**  
A figure facing two paths or options.

---

**Level 2:**  
Use symmetrical composition to visualize indecision.

---

**Level 3:**  
Break symmetry at the last moment with an impulsive detail.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#174	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Storyteller Alienation	A familiar couple or friends.	Increase distance in each panel until they are in different images.	Use different graphic textures for each to show different worlds.
<b>Realisation:</b>				

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# #174

---

### Category:

Storyteller

---

### Set Name:

Alienation

---

### Level 1:

A familiar couple or friends.

---

### Level 2:

Increase distance in each panel until they are in different images.

---

### Level 3:

Use different graphic textures for each to show different worlds.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#175	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Discovery of Scale	A character sees something impressive.	Start with extreme close-up and zoom out in each panel.	Use a full-page vertical panel to emphasize vertical power.
<b>Realisation:</b>				

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# #175

---

### Category:

Storyteller

---

### Set Name:

Discovery of Scale

---

### Level 1:

A character sees something impressive.

---

### Level 2:

Start with extreme close-up and zoom out in each panel.

---

### Level 3:

Use a full-page vertical panel to emphasize vertical power.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#176	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Unease	A normal social situation.	Draw background extras without eyes or with strange proportions.	Let the background slightly blur or „melt“ in the last panel.
<b>Realisation:</b>				

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# #176

---

### Category:

Storyteller

---

### Set Name:

Unease

---

### Level 1:

A normal social situation.

---

### Level 2:

Draw background extras without eyes or with strange proportions.

---

### Level 3:

Let the background slightly blur or „melt“ in the last panel.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#177	Storyteller Course of Things	A place changing over a long time.	Show same framing in 3 panels	change only props.
<b>Realisation:</b>				

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# #177

---

**Category:**

Storyteller

---

**Set Name:**

Course of Things

---

**Level 1:**

A place changing over a long time.

---

**Level 2:**

Show same framing in 3 panels

---

**Level 3:**

change only props.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#178	Storyteller Monologue	A figure acting silently.	Add narration boxes that directly contradict shown actions.	Change the font from print to shaky handwriting over the page.
<b>Realisation:</b>				

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# #178

---

### Category:

Storyteller

---

### Set Name:

Monologue

---

### Level 1:

A figure acting silently.

---

### Level 2:

Add narration boxes that directly contradict shown actions.

---

### Level 3:

Change the font from print to shaky handwriting over the page.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#179	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Threat	Someone feeling watched.	Show a shadow or hand reaching for the figure in a cutaway.	Use a panel layout that feels like a cage or grid.
<b>Realisation:</b>				

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# #179

---

### Category:

Storyteller

---

### Set Name:

Threat

---

### Level 1:

Someone feeling watched.

---

### Level 2:

Show a shadow or hand reaching for the figure in a cutaway.

---

### Level 3:

Use a panel layout that feels like a cage or grid.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#180	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Liberation	A cramped, oppressive situation.	Let the figure physically break the panel frame at the moment of free.	The last image has no frame and uses the whole white paper.
<b>Realisation:</b>				

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# #180

---

### Category:

Storyteller

---

### Set Name:

Liberation

---

### Level 1:

A cramped, oppressive situation.

---

### Level 2:

Let the figure physically break the panel frame at the moment of free.

---

### Level 3:

The last image has no frame and uses the whole white paper.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#181	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Tenderness	A cautious approach.	Use soft sketchy panel borders and much white space between.	Focus on a tactile gesture (fingertips) in extreme close-up.
<b>Realisation:</b>				

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# #181

---

**Category:**

Storyteller

---

**Set Name:**

Tenderness

---

**Level 1:**

A cautious approach.

---

**Level 2:**

Use soft sketchy panel borders  
and much white space between.

---

**Level 3:**

Focus on a tactile gesture (fingertips) in extreme close-up.

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#182	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Betrayal	A group acting together.	Show through POV (eye contact with reader) that one plans something.	Use disharmonious color/shading for the traitor.
<b>Realisation:</b>				

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# #182

---

### Category:

Storyteller

---

### Set Name:

Betrayal

---

### Level 1:

A group acting together.

---

### Level 2:

Show through POV (eye contact with reader) that one plans something.

---

### Level 3:

Use disharmonious color/shading for the traitor.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#183	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Waiting for Impulse	Absolute stasis.	Repeat almost identical image 3 times	vary only a fly or shadow.
<b>Realisation:</b>				

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# #183

---

### Category:

Storyteller

---

### Set Name:

Waiting for Impulse

---

### Level 1:

Absolute stasis.

---

### Level 2:

Repeat almost identical image 3 times

---

### Level 3:

vary only a fly or shadow.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#184	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Responsibility	Someone receives an important task.	Place the main object in the center so all panels flow toward it.	Draw the figure below this center
<b>Realisation:</b>				

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# #184

---

### Category:

Storyteller

---

### Set Name:

Responsibility

---

### Level 1:

Someone receives an important task.

---

### Level 2:

Place the main object in the center so all panels flow toward it

---

### Level 3:

Draw the figure below this center

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#185	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Disorientation	A labyrinth or confusing situation.	Mirror or rotate panel contents so up/down are unclear.	Let panel borders flow into each other (dissolve).
<b>Realisation:</b>				

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# #185

---

### Category:

Storyteller

---

### Set Name:

Disorientation

---

### Level 1:

A labyrinth or confusing situation.

---

### Level 2:

Mirror or rotate panel contents so up/down are unclear.

---

### Level 3:

Let panel borders flow into each other (dissolve).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#186	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Storyteller Farewell	A separation scene.	Use a long panorama panel where figures stand at opposite ends.	Let one figure vanish into the „nothingness“ of the white paper.
<b>Realisation:</b>				

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# #186

---

### Category:

Storyteller

---

### Set Name:

Farewell

---

### Level 1:

A separation scene.

---

### Level 2:

Use a long panorama panel where figures stand at opposite ends.

---

### Level 3:

Let one figure vanish into the „nothingness“ of the white paper.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

Nr.	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Category Set-Name	Level 1	Level 2	Level 3
<b>Realisation:</b>				

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# Nr.

---

**Category:**

Category

---

**Set Name:**

Set-Name

---

**Level 1:**

Level 1

---

**Level 2:**

Level 2

---

**Level 3:**

Level 3

---

**Please note:**

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#187	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Illustration Lab Iconic Logo	Reduce a chosen object to its simplest silhouette.	Distort the silhouette to give it a new, metaphorical meaning.	Place the symbol in a layout with a fictional brand name.
<b>Realisation:</b>				

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# #187

---

### Category:

Illustration Lab

---

### Set Name:

Iconic Logo

---

### Level 1:

Reduce a chosen object to its simplest silhouette.

---

### Level 2:

Distort the silhouette to give it a new, metaphorical meaning.

---

### Level 3:

Place the symbol in a layout with a fictional brand name.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#188	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Key Visual	Design a central visual element for an event of your choice.	Expand the element with decorative structures filling the background.	Show how the motif looks on a small business card vs. a large poster.
<b>Realisation:</b>				

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# #188

---

### Category:

Illustration Lab

---

### Set Name:

Key Visual

---

### Level 1:

Design a central visual element for an event of your choice.

---

### Level 2:

Expand the element with decorative structures filling the background.

---

### Level 3:

Show how the motif looks on a small business card vs. a large poster.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#189	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Pattern Design	Create a small decorative unit of lines and shapes.	Arrange these units into a seamless, infinite pattern.	Wrap a 3D object in your drawing with this pattern (mockup).
<b>Realisation:</b>				

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# #189

---

### Category:

Illustration Lab

---

### Set Name:

Pattern Design

---

### Level 1:

Create a small decorative unit of lines and shapes.

---

### Level 2:

Arrange these units into a seamless, infinite pattern.

---

### Level 3:

Wrap a 3D object in your drawing with this pattern (mockup).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#190	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab The Metaphor	Choose an abstract term and draw a literal symbol for it.	Replace the symbol with a visual metaphor describing the feeling.	Design a magazine page where the illustration interacts with text.
<b>Realisation:</b>				

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# #190

---

### Category:

Illustration Lab

---

### Set Name:

The Metaphor

---

### Level 1:

Choose an abstract term and draw a literal symbol for it.

---

### Level 2:

Replace the symbol with a visual metaphor describing the feeling.

---

### Level 3:

Design a magazine page where the illustration interacts with text.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#191	Illustration Lab Spot Illustration	Draw a small, isolated object without a background.	Use an unusual perspective to give the object a strong visual opinion.	Create a series of three related spot illustrations on the same theme.
<b>Realisation:</b>				

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# #191

---

### Category:

Illustration Lab

---

### Set Name:

Spot Illustration

---

### Level 1:

Draw a small, isolated object without a background.

---

### Level 2:

Use an unusual perspective to give the object a strong visual opinion.

---

### Level 3:

Create a series of three related spot illustrations on the same theme.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#192	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Portrait Feature	Sketch a profile of a head (person or creature).	Fill the silhouette of the head with objects descri- bing its character.	Use a limited palette (max. 3 colors) for a high-quality print look.
<b>Realisation:</b>				

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# #192

---

### Category:

Illustration Lab

---

### Set Name:

Portrait Feature

---

### Level 1:

Sketch a profile of a head (person or creature).

---

### Level 2:

Fill the silhouette of the head with objects describing its character.

---

### Level 3:

Use a limited palette (max. 3 colors) for a high-quality print look.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#193	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Cover Concept	Design a central motif summarizing a story without spoilers.	Plan the space for title and author name into the composition.	Draw the spine and back cover so the motif flows over the edges.
<b>Realisation:</b>				

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# #193

---

### Category:

Illustration Lab

---

### Set Name:

Cover Concept

---

### Level 1:

Design a central motif summarizing a story without spoilers.

---

### Level 2:

Plan the space for title and author name into the composition.

---

### Level 3:

Draw the spine and back cover so the motif flows over the edges.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#194	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Chapter Vignette	Draw a very small, delicate motif for the start of a text.	Use a frame made of floral or geometric elements.	Create the impression of a classic woodcut using fine lines.
<b>Realisation:</b>				

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# #194

---

### Category:

Illustration Lab

---

### Set Name:

Chapter Vignette

---

### Level 1:

Draw a very small, delicate motif for the start of a text.

---

### Level 2:

Use a frame made of floral or geometric elements.

---

### Level 3:

Create the impression of a classic woodcut using fine lines.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#195	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Character Archetype	Draw a silhouette that immediately reveals a role (hero/villain).	Equip the figure with three props that tell their story.	Draw the character in an extreme emotional reaction.
<b>Realisation:</b>				

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# #195

---

### Category:

Illustration Lab

---

### Set Name:

Character Archetype

---

### Level 1:

Draw a silhouette that immediately reveals a role (hero/villain).

---

### Level 2:

Equip the figure with three props that tell their story.

---

### Level 3:

Draw the character in an extreme emotional reaction.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#196	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Infographic	Draw an object and label its parts with arrows.	Visualize a process (how something works) in three steps.	Combine the graphic with a guidance system (paths/ numbers).
<b>Realisation:</b>				

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# #196

---

### Category:

Illustration Lab

---

### Set Name:

Infographic

---

### Level 1:

Draw an object and label its parts with arrows.

---

### Level 2:

Visualize a process (how something works) in three steps.

---

### Level 3:

Combine the graphic with a guidance system (paths/numbers).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#197	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Fictional Map	Sketch the outlines of an unknown territory.	Add topographic details like mountains, water, and architecture.	Give the map a historical document look using textures.
<b>Realisation:</b>				

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# #197

---

### Category:

Illustration Lab

---

### Set Name:

Fictional Map

---

### Level 1:

Sketch the outlines of an unknown territory.

---

### Level 2:

Add topographic details like mountains, water, and architecture.

---

### Level 3:

Give the map a historical document look using textures.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#198	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab The Manual	Draw a hand correctly operating an object.	Use „ghost lines“ to show the interior of the object during use.	Create an exploded view where all parts float in the air.
<b>Realisation:</b>				

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# #198

---

### Category:

Illustration Lab

---

### Set Name:

The Manual

---

### Level 1:

Draw a hand correctly operating an object.

---

### Level 2:

Use „ghost lines“ to show the interior of the object during use.

---

### Level 3:

Create an exploded view where all parts float in the air.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#199	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Typographic Illustration	Choose a letter and physically transform it into an object.	Build a whole word where letters consist of different materials.	Design a poster where the word itself is the main visual element.
<b>Realisation:</b>				

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# #199

---

### Category:

Illustration Lab

---

### Set Name:

Typographic Illustration

---

### Level 1:

Choose a letter and physically transform it into an object.

---

### Level 2:

Build a whole word where letters consist of different materials.

---

### Level 3:

Design a poster where the word itself is the main visual element.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#200	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Event Poster	Create strong impact with a massive, high-contrast central motif.	Add subtle background details discovered only at second glance.	Integrate all info (date/location) as an organic part of the art.
<b>Realisation:</b>				

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# #200

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### Category:

Illustration Lab

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### Set Name:

Event Poster

---

### Level 1:

Create strong impact with a massive, high-contrast central motif.

---

### Level 2:

Add subtle background details discovered only at second glance.

---

### Level 3:

Integrate all info (date/location) as an organic part of the art.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#201	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Movie Mood	Sketch a key scene of a fictional film focusing on lighting.	Use extreme light/shadow (Film Noir) to increase drama.	Add typical „credits“ at the bottom to complete the composition.
<b>Realisation:</b>				

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# #201

---

### Category:

Illustration Lab

---

### Set Name:

Movie Mood

---

### Level 1:

Sketch a key scene of a fictional film focusing on lighting.

---

### Level 2:

Use extreme light/shadow (Film Noir) to increase drama.

---

### Level 3:

Add typical „credits“ at the bottom to complete the composition.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#202	Illustration Lab Label Design	Draw a shape that fits a bottle or jar.	Fill the shape with an illustration of the „taste“ or „scent“.	Simulate material texture (e.g. matte paper or gloss).
<b>Realisation:</b>				

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# #202

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### Category:

Illustration Lab

---

### Set Name:

Label Design

---

### Level 1:

Draw a shape that fits a bottle or jar.

---

### Level 2:

Fill the shape with an illustration of the „taste“ or „scent“.

---

### Level 3:

Simulate material texture (e.g. matte paper or gloss).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#203	Illustration Lab Game Packaging	Design a tension-filled scene that makes one want to play.	Set an eye-catcher focal point that looks directly at the viewer.	Plan areas for logos, age ratings, and barcodes.
<b>Realisation:</b>				

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# #203

---

### Category:

Illustration Lab

---

### Set Name:

Game Packaging

---

### Level 1:

Design a tension-filled scene that makes one want to play.

---

### Level 2:

Set an eye-catcher focal point that looks directly at the viewer.

---

### Level 3:

Plan areas for logos, age ratings, and barcodes.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#204	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Merchandise	Design a motif that works on a T-shirt chest area.	Reduce details for a two-color silk-screen printing look.	Show the motif in a series on different objects (mug/bag/sticker).
<b>Realisation:</b>				

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# #204

---

### Category:

Illustration Lab

---

### Set Name:

Merchandise

---

### Level 1:

Design a motif that works on a T-shirt chest area.

---

### Level 2:

Reduce details for a two-color silk-screen printing look.

---

### Level 3:

Show the motif in a series on different objects (mug/bag/sticker).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#205	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Storyboarding	Draw the most dramatic moment of a sequence in widescreen format.	Use foreground blur (depth of field) to show spatial depth.	Add director notes and camera movement arrows in the margins.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #205

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### Category:

Illustration Lab

---

### Set Name:

Storyboarding

---

### Level 1:

Draw the most dramatic moment of a sequence in wide-screen format.

---

### Level 2:

Use foreground blur (depth of field) to show spatial depth.

---

### Level 3:

Add director notes and camera movement arrows in the margins.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#206	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Scientific Illustration	Choose a biological object and draw it objectively and precisely.	Create a cross-section drawing of the object.	Use stippling to show volume and texture like an old textbook.
<b>Realisation:</b>				

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## #206

---

### Category:

Illustration Lab

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### Set Name:

Scientific Illustration

---

### Level 1:

Choose a biological object and draw it objectively and precisely.

---

### Level 2:

Create a cross-section drawing of the object.

---

### Level 3:

Use stippling to show volume and texture like an old textbook.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#207	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Fashion Illustration	Sketch a human figure with extremely elongated proportions.	Draw a texture (fabric/fur/leather) wrapped around the figure.	Reduce the face to a minimum to focus on silhouette and material.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #207

---

## Category:

Illustration Lab

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## Set Name:

Fashion Illustration

---

## Level 1:

Sketch a human figure with extremely elongated proportions.

---

## Level 2:

Draw a texture (fabric/fur/leather) wrapped around the figure.

---

## Level 3:

Reduce the face to a minimum to focus on silhouette and material.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#208	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Architectural Concept	Sketch the exterior of a building from an extreme low angle.	Add light sources that define the facade at night.	Draw small human silhouettes to clarify the scale.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #208

---

### Category:

Illustration Lab

---

### Set Name:

Architectural Concept

---

### Level 1:

Sketch the exterior of a building from an extreme low angle.

---

### Level 2:

Add light sources that define the facade at night.

---

### Level 3:

Draw small human silhouettes to clarify the scale.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#209	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Icon Set	Create three icons for different functions in an app.	Unify the style (line weight, corner radius, color).	Draw the icons in an „active“ (clicked) and „passive“ version.

**Realisation:**

# #jrgDrawingChallenge

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# #209

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### Category:

Illustration Lab

---

### Set Name:

Icon Set

---

### Level 1:

Create three icons for different functions in an app.

---

### Level 2:

Unify the style (line weight, corner radius, color).

---

### Level 3:

Draw the icons in an „active“ (clicked) and „passive“ version.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#210	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Tattoo Flash	Design a motif with strong, bold outlines.	Use shading consisting only of dots or lines (dotwork/blackwork).	Draw it as if wrapping around a forearm or limb.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #210

---

### Category:

Illustration Lab

---

### Set Name:

Tattoo Flash

---

### Level 1:

Design a motif with strong, bold outlines.

---

### Level 2:

Use shading consisting only of dots or lines (dotwork/blackwork).

---

### Level 3:

Draw it as if wrapping around a forearm or limb.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#211	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Mural	Design a large-scale composition for a house wall.	Actively include architectural elements (windows/pipes).	Draw a person in front to show the gigantic effect.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #211

---

### Category:

Illustration Lab

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### Set Name:

Mural

---

### Level 1:

Design a large-scale composition for a house wall.

---

### Level 2:

Actively include architectural elements (windows/pipes).

---

### Level 3:

Draw a person in front to show the gigantic effect.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#212	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Modern Postcard	Choose a scene and simplify it into flat color zones.	Add a modern, unexpected component (e.g. tech in the forest).	Design the back of the card to match the front design.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #212

---

### Category:

Illustration Lab

---

### Set Name:

Modern Postcard

---

### Level 1:

Choose a scene and simplify it into flat color zones.

---

### Level 2:

Add a modern, unexpected component (e.g. tech in the forest).

---

### Level 3:

Design the back of the card to match the front design.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#213	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Album Artwork	Visualize the „sound“ of a music genre through abstract shapes.	Create a composition for a square format (vinyl/CD).	Integrate the band name as a part of the graphic.
<b>Realisation:</b>				

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# #213

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### Category:

Illustration Lab

---

### Set Name:

Album Artwork

---

### Level 1:

Visualize the „sound“ of a music genre through abstract shapes.

---

### Level 2:

Create a composition for a square format (vinyl/CD).

---

### Level 3:

Integrate the band name as a part of the graphic.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#214	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Environment Design	Draw a deserted place that tells a story (e.g. a vacant desk).	Use atmospheric light (fog/dust) to create depth.	Draw the same environment in two moods (day vs. night).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #214

---

### Category:

Illustration Lab

---

### Set Name:

Environment Design

---

### Level 1:

Draw a deserted place that tells a story (e.g. a vacant desk).

---

### Level 2:

Use atmospheric light (fog/dust) to create depth.

---

### Level 3:

Draw the same environment in two moods (day vs. night).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#215	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Game Asset	Draw a valuable object (chest/weapon) in isometric view.	Give the object a „glow“ or a magical aura.	Draw three levels of the object (basic, upgraded, legendary).
<b>Realisation:</b>				

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# #215

---

### Category:

Illustration Lab

---

### Set Name:

Game Asset

---

### Level 1:

Draw a valuable object (chest/weapon) in isometric view.

---

### Level 2:

Give the object a „glow“ or a magical aura.

---

### Level 3:

Draw three levels of the object (basic, upgraded, legendary).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#216	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Illustration Lab Political Editorial	Choose a controversial topic and draw two opposing symbols.	Use provocative composition (e.g. extreme size difference).	Reduce to two contrasting colors for a poster effect.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #216

---

### Category:

Illustration Lab

---

### Set Name:

Political Editorial

---

### Level 1:

Choose a controversial topic and draw two opposing symbols.

---

### Level 2:

Use provocative composition (e.g. extreme size difference).

---

### Level 3:

Reduce to two contrasting colors for a poster effect.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#217	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Anticipation	Visualize the tension in the air before a joyful event.	Expand this energy to fill the entire image space.	Create a contrast between static „waiting“ and pulsating „event“.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #217

---

### Category:

Emotion Explorer

---

### Set Name:

Anticipation

---

### Level 1:

Visualize the tension in the air before a joyful event.

---

### Level 2:

Expand this energy to fill the entire image space.

---

### Level 3:

Create a contrast between static „waiting“ and pulsating „event“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#218	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Serenity	Find a shape for the moment when all thoughts stand still.	Add a protective barrier against external hecticness.	Show how this calm radiates to and changes its surroundings.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #218

---

### Category:

Emotion Explorer

---

### Set Name:

Serenity

---

### Level 1:

Find a shape for the moment when all thoughts stand still.

---

### Level 2:

Add a protective barrier against external hecticness.

---

### Level 3:

Show how this calm radiates to and changes its surroundings.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#219	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Euphoria	Capture the sudden burst of positive energy.	Let this energy „rise“ in the image against the top edges.	Combine upward movement with a sense of weightlessness.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #219

---

### Category:

Emotion Explorer

---

### Set Name:

Euphoria

---

### Level 1:

Capture the sudden burst of positive energy.

---

### Level 2:

Let this energy „rise“ in the image against the top edges.

---

### Level 3:

Combine upward movement with a sense of weightlessness.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#220	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Security	Visualize a core that is absolutely safe and protected.	Create layers around this core conveying warmth and softness.	Show the interaction between inner warmth and a cool outer world.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #220

---

### Category:

Emotion Explorer

---

### Set Name:

Security

---

### Level 1:

Visualize a core that is absolutely safe and protected.

---

### Level 2:

Create layers around this core conveying warmth and softness.

---

### Level 3:

Show the interaction between inner warmth and a cool outer world.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#221	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Gratitude	Find a graphic symbol for the conscious „acceptance“ of good.	Create a connection to an origin outside the image.	Visualize growth or multiplication through this feeling.
<b>Realisation:</b>				

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# #221

---

### Category:

Emotion Explorer

---

### Set Name:

Gratitude

---

### Level 1:

Find a graphic symbol for the conscious „acceptance“ of good.

---

### Level 2:

Create a connection to an origin outside the image.

---

### Level 3:

Visualize growth or multiplication through this feeling.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#222	Emotion Explorer Vitality	Capture the pulsating rhythm of a healthy orga- nism.	Increase dynamics until li- nes get an electrical quality.	Show the source of this energy as an inexhaustible point.
<b>Realisation:</b>				

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# #222

---

## Category:

Emotion Explorer

---

## Set Name:

Vitality

---

## Level 1:

Capture the pulsating rhythm of a healthy organism.

---

## Level 2:

Increase dynamics until lines get an electrical quality.

---

## Level 3:

Show the source of this energy as an inexhaustible point.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#223	Emotion Explorer Lightness	Visualize the feeling of throwing off a heavy burden.	Let the remaining elements float or drift in the image.	Reduce the density of the depiction until the image can „breathe“.
<b>Realisation:</b>				

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# #223

---

### Category:

Emotion Explorer

---

### Set Name:

Lightness

---

### Level 1:

Visualize the feeling of throwing off a heavy burden.

---

### Level 2:

Let the remaining elements float or drift in the image.

---

### Level 3:

Reduce the density of the depiction until the image can „breathe“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#224	Emotion Explorer Connectedness	Draw two separate poles building a harmonious bridge.	Let borders between poles blur until they form a unit.	Extend this connection to a multitude of elements in space.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #224

---

### Category:

Emotion Explorer

---

### Set Name:

Connectedness

---

### Level 1:

Draw two separate poles building a harmonious bridge.

---

### Level 2:

Let borders between poles blur until they form a unit.

---

### Level 3:

Extend this connection to a multitude of elements in space.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#225	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Self-Confidence	Create a composition radiating absolute stability/grounding.	Let an element protrude boldly from this stability into space.	Visualize the radiance emanating from this inner strength.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #225

---

### Category:

Emotion Explorer

---

### Set Name:

Self-Confidence

---

### Level 1:

Create a composition radiating absolute stability/grounding.

---

### Level 2:

Let an element protrude boldly from this stability into space.

---

### Level 3:

Visualize the radiance emanating from this inner strength.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#226	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Wonder	Visualize the moment of seeing something for the first time.	Emphasize the radiance of the focal point against everything else.	Show the transformation in the observer (conceptually).
<b>Realisation:</b>				

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# #226

---

### Category:

Emotion Explorer

---

### Set Name:

Wonder

---

### Level 1:

Visualize the moment of seeing something for the first time.

---

### Level 2:

Emphasize the radiance of the focal point against everything else.

---

### Level 3:

Show the transformation in the observer (conceptually).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#227	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Emotion Explorer Patience	Create an image visualizing a slow, steady flow.	Integrate obstacles that don't stop but gently redirect the flow.	Visualize the fruit or goal that only arises through waiting.
<b>Realisation:</b>				

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# #227

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### Category:

Emotion Explorer

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### Set Name:

Patience

---

### Level 1:

Create an image visualizing a slow, steady flow.

---

### Level 2:

Integrate obstacles that don't stop but gently redirect the flow.

---

### Level 3:

Visualize the fruit or goal that only arises through waiting.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#228	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Freedom	Break open an existing structure or border.	Use the new space for un-hindered, wide expansion.	Capture the moment of lifting off or letting go of gravity.
<b>Realisation:</b>				

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# #228

---

### Category:

Emotion Explorer

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### Set Name:

Freedom

---

### Level 1:

Break open an existing structure or border.

---

### Level 2:

Use the new space for unhindered, wide expansion.

---

### Level 3:

Capture the moment of lifting off or letting go of gravity.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#230	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Contentment	Find balance between symmetry and organic relaxation.	Visualize the feeling of „enough“ â€” a state wit- hout lack.	Let the image fade out in gentle, harmonious waves.
<b>Realisation:</b>				

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# #230

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### Category:

Emotion Explorer

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### Set Name:

Contentment

---

### Level 1:

Find balance between symmetry and organic relaxation.

---

### Level 2:

Visualize the feeling of „enough“ â€” a state without lack.

---

### Level 3:

Let the image fade out in gentle, harmonious waves.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#231	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Inspiration	Capture the moment of a sudden idea in the midst of void.	Visualize the idea spreading like wildfire through the mind.	Show the first material trace this thought leaves in the world.
<b>Realisation:</b>				

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# #231

---

### Category:

Emotion Explorer

---

### Set Name:

Inspiration

---

### Level 1:

Capture the moment of a sudden idea in the midst of void.

---

### Level 2:

Visualize the idea spreading like wildfire through the mind.

---

### Level 3:

Show the first material trace this thought leaves in the world.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#232	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Empathy	Draw two shapes where one gently supports/flows around other.	Visualize the exchange of warmth or light between these shapes.	Create an atmosphere of being absolutely understood.
<b>Realisation:</b>				

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# #232

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### Category:

Emotion Explorer

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### Set Name:

Empathy

---

### Level 1:

Draw two shapes where one gently supports/flows around other.

---

### Level 2:

Visualize the exchange of warmth or light between these shapes.

---

### Level 3:

Create an atmosphere of being absolutely understood.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#233	Emotion Explorer Triumph	Visualize overcoming a personal hurdle.	Let the energy of overcoming culminate in a radiant explosion.	Draw the feeling of „standing on top“ and the wide view after.
<b>Realisation:</b>				

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# #233

---

### Category:

Emotion Explorer

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### Set Name:

Triumph

---

### Level 1:

Visualize overcoming a personal hurdle.

---

### Level 2:

Let the energy of overcoming culminate in a radiant explosion.

---

### Level 3:

Draw the feeling of „standing on top“ and the wide view after.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#234	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Healing	Visualize the process of joining something fragile together.	Create a protective, nourishing texture over the affected area.	Show the scar as a golden band of strength, not a flaw.
<b>Realisation:</b>				

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# #234

---

### Category:

Emotion Explorer

---

### Set Name:

Healing

---

### Level 1:

Visualize the process of joining something fragile together.

---

### Level 2:

Create a protective, nourishing texture over the affected area.

---

### Level 3:

Show the scar as a golden band of strength, not a flaw.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#235	Emotion Explorer Discovery Joy	Visualize the look into an unknown that is inviting.	Capture curiosity as a forward-striving, vibrating force.	Draw the moment the hidden becomes visible for the first time.
<b>Realisation:</b>				

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# #235

---

### Category:

Emotion Explorer

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### Set Name:

Discovery Joy

---

### Level 1:

Visualize the look into an unknown that is inviting.

---

### Level 2:

Capture curiosity as a forward-striving, vibrating force.

---

### Level 3:

Draw the moment the hidden becomes visible for the first time.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#236	Emotion Explorer Harmony	Find balance between opposite forces (e.g. loud/quiet).	Weave these opposites together so they benefit each other.	Visualize the resulting peaceful overall state.
<b>Realisation:</b>				

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# #236

---

### Category:

Emotion Explorer

---

### Set Name:

Harmony

---

### Level 1:

Find balance between opposite forces (e.g. loud/quiet).

---

### Level 2:

Weave these opposites together so they benefit each other.

---

### Level 3:

Visualize the resulting peaceful overall state.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#237	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Summer Bliss	Visualize the warmth of light on a surface.	Capture the sluggish, rich energy of a sunny afternoon.	Show the shimmering air as a sign of pure presence.
<b>Realisation:</b>				

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# #237

---

### Category:

Emotion Explorer

---

### Set Name:

Summer Bliss

---

### Level 1:

Visualize the warmth of light on a surface.

---

### Level 2:

Capture the sluggish, rich energy of a sunny afternoon.

---

### Level 3:

Show the shimmering air as a sign of pure presence.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#238	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Optimism	Draw a heavy situation where a single bright point appears.	Let this point become the origin of a new, bright structure.	Visualize how the light completely dissolves the original weight.
<b>Realisation:</b>				

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# #238

---

## Category:

Emotion Explorer

---

## Set Name:

Optimism

---

## Level 1:

Draw a heavy situation where a single bright point appears.

---

## Level 2:

Let this point become the origin of a new, bright structure.

---

## Level 3:

Visualize how the light completely dissolves the original weight.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#239	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Courage	Capture the first step into an uncertain space.	Visualize inner straightening against strong resistance.	Show the resistance receding before the determination.
<b>Realisation:</b>				

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# #239

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### Category:

Emotion Explorer

---

### Set Name:

Courage

---

### Level 1:

Capture the first step into an uncertain space.

---

### Level 2:

Visualize inner straightening against strong resistance.

---

### Level 3:

Show the resistance receding before the determination.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#240	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Equanimity	Draw an element remaining unmoved in the midst of chaos.	Visualize chaos only as blur- red, flowing background motion.	Create the feeling that time passes slower for this element.
<b>Realisation:</b>				

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# #240

---

### Category:

Emotion Explorer

---

### Set Name:

Equanimity

---

### Level 1:

Draw an element remaining unmoved in the midst of chaos.

---

### Level 2:

Visualize chaos only as blurred, flowing background motion.

---

### Level 3:

Create the feeling that time passes slower for this element.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#241	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Emotion Explorer Self-Care	Visualize a gesture of self-care as an abstract shape.	Use the softest possible lines to express comfort.	Create a space where one is allowed to just „be“.
<b>Realisation:</b>				

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# #241

---

### Category:

Emotion Explorer

---

### Set Name:

Self-Care

---

### Level 1:

Visualize a gesture of self-care as an abstract shape.

---

### Level 2:

Use the softest possible lines to express comfort.

---

### Level 3:

Create a space where one is allowed to just „be“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#242	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Flow	Draw a movement that seems to have no end and no beginning.	Merge the acting force with the medium (paper/pen).	Visualize the total forgetting of time during the process.
<b>Realisation:</b>				

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# #242

---

### Category:

Emotion Explorer

---

### Set Name:

Flow

---

### Level 1:

Draw a movement that seems to have no end and no beginning.

---

### Level 2:

Merge the acting force with the medium (paper/pen).

---

### Level 3:

Visualize the total forgetting of time during the process.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#243	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Hope	Visualize a seed starting to germinate in difficult conditions.	Capture the power of growth reaching toward the light.	Show the first blossom as a symbol of a new era.
<b>Realisation:</b>				

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# #243

---

### Category:

Emotion Explorer

---

### Set Name:

Hope

---

### Level 1:

Visualize a seed starting to germinate in difficult conditions.

---

### Level 2:

Capture the power of growth reaching toward the light.

---

### Level 3:

Show the first blossom as a symbol of a new era.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#244	Emotion Explorer Cheerfulness	Visualize the „beading“ of laughter as a graphic element.	Let these elements hop playfully through the whole image.	Create a composition that makes the viewer smile.
<b>Realisation:</b>				

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# #244

---

### Category:

Emotion Explorer

---

### Set Name:

Cheerfulness

---

### Level 1:

Visualize the „beading“ of laughter as a graphic element.

---

### Level 2:

Let these elements hop playfully through the whole image.

---

### Level 3:

Create a composition that makes the viewer smile.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#245	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Emotion Explorer Clarity	Draw the moment a fog clears.	Reduce all forms to their sharpest, purest definition.	Visualize the „insight“ as a liberating, wide perspective.
<b>Realisation:</b>				

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# #245

---

### Category:

Emotion Explorer

---

### Set Name:

Clarity

---

### Level 1:

Draw the moment a fog clears.

---

### Level 2:

Reduce all forms to their sharpest, purest definition.

---

### Level 3:

Visualize the „insight“ as a liberating, wide perspective.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#246	Emotion Explorer Resilience	Draw a structure that bends under pressure but doesn't break.	Visualize the force snapping the structure back to its form.	Show the structure being more stable after the load than before.
<b>Realisation:</b>				

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# #246

---

### Category:

Emotion Explorer

---

### Set Name:

Resilience

---

### Level 1:

Draw a structure that bends under pressure but doesn't break.

---

### Level 2:

Visualize the force snapping the structure back to its form.

---

### Level 3:

Show the structure being more stable after the load than before.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#247	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Urban Visionary Central Focus	Construct a spatial depth system with one vanishing point.	Add overlapping planes that guide the eye into the distance.	Create a sacred or oppressive mood with light from above.
<b>Realisation:</b>				

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# #247

---

### Category:

Urban Visionary

---

### Set Name:

Central Focus

---

### Level 1:

Construct a spatial depth system with one vanishing point.

---

### Level 2:

Add overlapping planes that guide the eye into the distance.

---

### Level 3:

Create a sacred or oppressive mood with light from above.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#248	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary The Corner	Create a volume with the edge closest to the viewer (2-point).	Construct openings and projections following this perspective.	Embed in a night scene where only artificial light defines edges.
<b>Realisation:</b>				

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# #248

---

### Category:

Urban Visionary

---

### Set Name:

The Corner

---

### Level 1:

Create a volume with the edge closest to the viewer (2-point).

---

### Level 2:

Construct openings and projections following this perspective.

---

### Level 3:

Embed in a night scene where only artificial light defines edges.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#249	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary The Abyss	Use two horizon vanishing points and a third deep below (3-point).	Stack volumes vertically to create dizzying height.	Visualize smog or fog swallowing the lowest levels.
<b>Realisation:</b>				

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# #249

---

### Category:

Urban Visionary

---

### Set Name:

The Abyss

---

### Level 1:

Use two horizon vanishing points and a third deep below (3-point).

---

### Level 2:

Stack volumes vertically to create dizzying height.

---

### Level 3:

Visualize smog or fog swallowing the lowest levels.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#250	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Isometric Order	Construct an object at 30 degree angles without foreshortening.	Create complexity by adding modular elements that interlock.	Use isometry to depict an impossible or endless structure.
<b>Realisation:</b>				

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# #250

---

### Category:

Urban Visionary

---

### Set Name:

Isometric Order

---

### Level 1:

Construct an object at 30 degree angles without foreshortening.

---

### Level 2:

Create complexity by adding modular elements that interlock.

---

### Level 3:

Use isometry to depict an impossible or endless structure.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#251	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Sectional Drawing	Draw the exterior view of a complex volume in plan view.	Cut the volume vertically and draw interior/wall thickness.	Use technical hatching to haptically distinguish materials.
<b>Realisation:</b>				

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# #251

---

### Category:

Urban Visionary

---

### Set Name:

Sectional Drawing

---

### Level 1:

Draw the exterior view of a complex volume in plan view.

---

### Level 2:

Cut the volume vertically and draw interior/wall thickness.

---

### Level 3:

Use technical hatching to haptically distinguish materials.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#252	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Exploded View	Construct a multi-part object in axonometric view.	Draw parts as if drifting away from center along their axes.	Connect parts with fine lines to visualize the assembly.
<b>Realisation:</b>				

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# #252

---

### Category:

Urban Visionary

---

### Set Name:

Exploded View

---

### Level 1:

Construct a multi-part object in axonometric view.

---

### Level 2:

Draw parts as if drifting away from center along their axes.

---

### Level 3:

Connect parts with fine lines to visualize the assembly.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#253	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Urban Rhythm	Sketch a structure based on strict repetition (facade/ columns).	Break the rhythm with a specific irregularity or „defect“.	Create industrial monotony through harsh, repetitive shadows.
<b>Realisation:</b>				

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# #253

---

### Category:

Urban Visionary

---

### Set Name:

Urban Rhythm

---

### Level 1:

Sketch a structure based on strict repetition (facade/columns).

---

### Level 2:

Break the rhythm with a specific irregularity or „defect“.

---

### Level 3:

Create industrial monotony through harsh, repetitive shadows.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#254	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Material Contrast	Construct rigid architecture from „hard“ materials (concrete).	Let organic, „soft“ elements (vegetation) interact with it.	Show decay: organic forces reclaiming geometric order.
<b>Realisation:</b>				

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# #254

---

### Category:

Urban Visionary

---

### Set Name:

Material Contrast

---

### Level 1:

Construct rigid architecture from „hard“ materials (concrete).

---

### Level 2:

Let organic, „soft“ elements (vegetation) interact with t

---

### Level 3:

Show decay: organic forces reclaiming geometric order.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#255	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Lighting Design	Sketch a scene with extremely low-angled light.	Use shadows to describe volumes that weren't even drawn.	Create a melancholic evening where details vanish in shadow.
<b>Realisation:</b>				

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# #255

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### Category:

Urban Visionary

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### Set Name:

Lighting Design

---

### Level 1:

Sketch a scene with extremely low-angled light.

---

### Level 2:

Use shadows to describe volumes that weren't even drawn.

---

### Level 3:

Create a melancholic evening where details vanish in shadow.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#256	Urban Visionary Human Scale	Construct a vast space without details.	Place a tiny human silhouette to make proportions graspable.	Create monumental intimidation through the scale of the build.
<b>Realisation:</b>				

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# #256

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### Category:

Urban Visionary

---

### Set Name:

Human Scale

---

### Level 1:

Construct a vast space without details.

---

### Level 2:

Place a tiny human silhouette to make proportions graspable.

---

### Level 3:

Create monumental intimidation through the scale of the build.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#257	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Fisheye Distortion	Construct a grid model bulging around a center (5-point).	Embed a scene into this grid so straight lines beco- me curves.	Create claustrophobia or surveillance vibes with this view.
<b>Realisation:</b>				

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# #257

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### Category:

Urban Visionary

---

### Set Name:

Fisheye Distortion

---

### Level 1:

Construct a grid model bulging around a center (5-point).

---

### Level 2:

Embed a scene into this grid so straight lines become curves.

---

### Level 3:

Create claustrophobia or surveillance vibes with this view.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#258	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Constructive Overlay	Draw the floor plan of a room flat on the paper.	Overlay this plan with an isometric view in a different color.	Create a graphic merging planning and reality.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #258

---

### Category:

Urban Visionary

---

### Set Name:

Constructive Overlay

---

### Level 1:

Draw the floor plan of a room flat on the paper.

---

### Level 2:

Overlay this plan with an iso-metric view in a different color.

---

### Level 3:

Create a graphic merging planning and reality.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#259	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Atmospheric Depth	Draw several layers of structures one behind another.	Drastically reduce contrast/detail as layers get further away.	Use „haze“ (smudging/light lines) to suggest infinite vastness.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #259

---

### Category:

Urban Visionary

---

### Set Name:

Atmospheric Depth

---

### Level 1:

Draw several layers of structures one behind another.

---

### Level 2:

Drastically reduce contrast/detail as layers get further away.

---

### Level 3:

Use „haze“ (smudging/light lines) to suggest infinite vastness.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#260	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Brutalism & Texture	Sketch heavy, monolithic forms focusing on mass and weight.	Use tools (ruler/compass) to emphasize edge hardness.	Create concrete texture via rough hatching or material abrasion.
<b>Realisation:</b>				

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# #260

---

### Category:

Urban Visionary

---

### Set Name:

Brutalism & Texture

---

### Level 1:

Sketch heavy, monolithic forms focusing on mass and weight.

---

### Level 2:

Use tools (ruler/compass) to emphasize edge hardness.

---

### Level 3:

Create concrete texture via rough hatching or material abrasion.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#261	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Void & Volume	Draw the space between buildings, not the building (negative).	Define boundaries through implied walls and edges.	Visualize how light and shadow „fill“ this void.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #261

---

### Category:

Urban Visionary

---

### Set Name:

Void & Volume

---

### Level 1:

Draw the space between buildings, not the building (negative).

---

### Level 2:

Define boundaries through implied walls and edges.

---

### Level 3:

Visualize how light and shadow „fill“ this void.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#262	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary The Construction Site	Draw a scaffolding made of fine, constructive lines.	Add partially „finished“ surfaces and volumes within this frame.	Create busy chaos with cranes, lines, and temporary structures.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #262

---

### Category:

Urban Visionary

---

### Set Name:

The Construction Site

---

### Level 1:

Draw a scaffolding made of fine, constructive lines.

---

### Level 2:

Add partially „finished“ surfaces and volumes within this frame.

---

### Level 3:

Create busy chaos with cranes, lines, and temporary structures.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#263	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Historical Layering	Construct a structure in a classical, ornamental style.	Overbuild parts with modern, functional elements.	Use line contrast (curved vs. rigid) to show the age of layers.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #263

---

### Category:

Urban Visionary

---

### Set Name:

Historical Layering

---

### Level 1:

Construct a structure in a classical, ornamental style.

---

### Level 2:

Overbuild parts with modern, functional elements.

---

### Level 3:

Use line contrast (curved vs. rigid) to show the age of layers.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#264	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Interior	Draw a room from a corner (2-point interior perspective).	Construct furniture/light as simple geometric primitives.	Create an intimate, inhabited atmosphere via indirect light.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #264

---

### Category:

Urban Visionary

---

### Set Name:

Interior

---

### Level 1:

Draw a room from a corner (2-point interior perspective).

---

### Level 2:

Construct furniture/light as simple geometric primitives.

---

### Level 3:

Create an intimate, inhabited atmosphere via indirect light.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#265	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Megastructure	Create a grid running over the entire image surface.	Draw structures fitting the grid but at different scales.	Create a sense of an end- less city with no horizon.
<b>Realisation:</b>				

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# #265

---

### Category:

Urban Visionary

---

### Set Name:

Megastructure

---

### Level 1:

Create a grid running over the entire image surface.

---

### Level 2:

Draw structures fitting the grid but at different scales.

---

### Level 3:

Create a sense of an endless city with no horizon.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#266	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Light Well	Construct a very high, narrow room (shaft).	Draw openings at various heights where light beams enter.	Visualize dust in the light to make the air volume visible.
<b>Realisation:</b>				

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# #266

---

### Category:

Urban Visionary

---

### Set Name:

Light Well

---

### Level 1:

Construct a very high, narrow room (shaft).

---

### Level 2:

Draw openings at various heights where light beams enter.

---

### Level 3:

Visualize dust in the light to make the air volume visible.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#267	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Infrastructure	Draw rigid, cubic blocks.	Connect blocks via a dynamic system of pipes/bridges/paths.	Create a technocratic atmosphere through a utility maze.
<b>Realisation:</b>				

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# #267

---

### Category:

Urban Visionary

---

### Set Name:

Infrastructure

---

### Level 1:

Draw rigid, cubic blocks.

---

### Level 2:

Connect blocks via a dynamic system of pipes/bridges/paths.

---

### Level 3:

Create a technocratic atmosphere through a utility maze.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#268	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Symmetry	Create a strictly axis-symmetrical monument build.	Add an asymmetrical element that disrupts the order.	Use the shadow of the asymmetrical part to „break“ the facade.
<b>Realisation:</b>				

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# #268

---

### Category:

Urban Visionary

---

### Set Name:

Symmetry

---

### Level 1:

Create a strictly axis-symmetrical monument build.

---

### Level 2:

Add an asymmetrical element that disrupts the order.

---

### Level 3:

Use the shadow of the asymmetrical part to „break“ the facade.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#269	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Modular Building	Draw a single „container“ module in 2-point perspective.	Stack and offset this module dozens of times for a structure.	Draw details of the connection points.
<b>Realisation:</b>				

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# #269

---

### Category:

Urban Visionary

---

### Set Name:

Modular Building

---

### Level 1:

Draw a single „container“ module in 2-point perspective.

---

### Level 2:

Stack and offset this module dozens of times for a structure.

---

### Level 3:

Draw details of the connection points.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#270	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary The Labyrinth	Create a plan of intersecting walls and paths in top view.	Transfer this plan to 3D with extreme shadows in the corridors.	Use perspective so the viewer feels they are in the dead end.
<b>Realisation:</b>				

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# #270

---

### Category:

Urban Visionary

---

### Set Name:

The Labyrinth

---

### Level 1:

Create a plan of intersecting walls and paths in top view.

---

### Level 2:

Transfer this plan to 3D with extreme shadows in the corridors.

---

### Level 3:

Use perspective so the viewer feels they are in the dead end.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#271	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Reflective Facades	Construct a volume with absolutely smooth, large surfaces.	Draw distorted environ- ment (neighbor houses/sky) as reflections.	Contrast real world with the fragmented mirror world on object.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #271

---

### Category:

Urban Visionary

---

### Set Name:

Reflective Facades

---

### Level 1:

Construct a volume with absolutely smooth, large surfaces.

---

### Level 2:

Draw distorted environment (neighbor houses/sky) as reflections.

---

### Level 3:

Contrast real world with the fragmented mirror world on object.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#272	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Utopian Pavilion	Construct a light, transparent structure (glass/steel).	Draw the shadows of the build on the floor and on itself.	Embed in a vast, empty landscape to emphasize fragility.
<b>Realisation:</b>				

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---

# #272

---

### Category:

Urban Visionary

---

### Set Name:

Utopian Pavilion

---

### Level 1:

Construct a light, transparent structure (glass/steel).

---

### Level 2:

Draw the shadows of the build on the floor and on itself.

---

### Level 3:

Embed in a vast, empty landscape to emphasize fragility.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#273	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Urban Decay	Draw a strictly constructed architectural form.	Remove parts (holes/chipped edges) to show the skeleton below.	Use hatching to visualize dirt traces and water damage.
<b>Realisation:</b>				

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# #273

---

### Category:

Urban Visionary

---

### Set Name:

Urban Decay

---

### Level 1:

Draw a strictly constructed architectural form.

---

### Level 2:

Remove parts (holes/chipped edges) to show the skeleton below.

---

### Level 3:

Use hatching to visualize dirt traces and water damage.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#274	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Kinetic Architecture	Draw a volume that looks as if it could move (joints/rails).	Draw the motion radii or alternative positions with fine lines.	Create high-tech precision vibes with technical labels.
<b>Realisation:</b>				

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# #274

---

### Category:

Urban Visionary

---

### Set Name:

Kinetic Architecture

---

### Level 1:

Draw a volume that looks as if it could move (joints/rails).

---

### Level 2:

Draw the motion radii or alternative positions with fine lines.

---

### Level 3:

Create high-tech precision vibes with technical labels.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#275	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary Bird's Eye View	Construct a grid where all lines strive to a center point.	Fill grid fields with different height levels and roofs.	Use building shadows to define the depth of „street canyons“.
<b>Realisation:</b>				

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# #275

---

### Category:

Urban Visionary

---

### Set Name:

Bird's Eye View

---

### Level 1:

Construct a grid where all lines strive to a center point.

---

### Level 2:

Fill grid fields with different height levels and roofs.

---

### Level 3:

Use building shadows to define the depth of „street canyons“.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#276	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Urban Visionary The Vision	Choose two techniques (e.g. Isometry + 3-point) and combine.	Create transition from blueprint to atmospheric sketch.	Create space that breaks physics but looks construc- tively logical.
<b>Realisation:</b>				

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# #276

---

### Category:

Urban Visionary

---

### Set Name:

The Vision

---

### Level 1:

Choose two techniques (e.g. Isometry + 3-point) and combine.

---

### Level 2:

Create transition from blueprint to atmospheric sketch.

---

### Level 3:

Create space that breaks physics but looks constructively logical.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#277	Human Studio The Hand	Draw your non-dominant hand lying flat (outline & main lines).	Focus on the knuckles and folds over the joints.	Draw the hand loosely holding an object (e.g. a cup).
<b>Realisation:</b>				

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# #277

---

### Category:

Human Studio

---

### Set Name:

The Hand

---

### Level 1:

Draw your non-dominant hand lying flat (outline & main lines).

---

### Level 2:

Focus on the knuckles and folds over the joints.

---

### Level 3:

Draw the hand loosely holding an object (e.g. a cup).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#278	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio The Foot	Sketch your bare foot in side view (focus on the arch).	Stand up and draw how the foot widens under body weight.	Draw the foot on tiptoe (focus on Achilles tendon/ calf tension).
<b>Realisation:</b>				

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# #278

---

### Category:

Human Studio

---

### Set Name:

The Foot

---

### Level 1:

Sketch your bare foot in side view (focus on the arch).

---

### Level 2:

Stand up and draw how the foot widens under body weight.

---

### Level 3:

Draw the foot on tiptoe (focus on Achilles tendon/calf tension).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#279	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio The Eye	Draw an eye in the mirror as a sphere in the skull.	Draw the thickness of the eyelids (especially the lower edge).	Draw the eye looking extremely to the side (lid change).
<b>Realisation:</b>				

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# #279

---

### Category:

Human Studio

---

### Set Name:

The Eye

---

### Level 1:

Draw an eye in the mirror as a sphere in the skull.

---

### Level 2:

Draw the thickness of the eyelids (especially the lower edge).

---

### Level 3:

Draw the eye looking extremely to the side (lid change).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#280	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Head Construction	Draw a skull from a sphere (cranium) and a jaw block.	Draw the guidelines for eyebrows, nose, and mouth center.	Place features on lines for a proportional, neutral face.
<b>Realisation:</b>				

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# #280

---

### Category:

Human Studio

---

### Set Name:

Head Construction

---

### Level 1:

Draw a skull from a sphere (cranium) and a jaw block.

---

### Level 2:

Draw the guidelines for eye-brows, nose, and mouth center.

---

### Level 3:

Place features on lines for a proportional, neutral face.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#281	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Mouth & Jaw	Draw a closed, relaxed mouth.	Draw a smile " observe how cheeks push up and eyes narrow.	Draw a wide open mouth " focus on jaw joint stretch near ear.
<b>Realisation:</b>				

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# #281

---

### Category:

Human Studio

---

### Set Name:

Mouth & Jaw

---

### Level 1:

Draw a closed, relaxed mouth.

---

### Level 2:

Draw a smile “ observe how cheeks push up and eyes narrow.

---

### Level 3:

Draw a wide open mouth “ fo-  
cus on jaw joint stretch near ear.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#282	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Neck & Nape	Sketch the neck as a cylinder connecting head and torso.	Turn head to the side	draw the muscle (sternocleidomastoid).
<b>Realisation:</b>				

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# #282

---

### Category:

Human Studio

---

### Set Name:

Neck & Nape

---

### Level 1:

Sketch the neck as a cylinder connecting head and torso.

---

### Level 2:

Turn head to the side

---

### Level 3:

draw the muscle (sternocleidomastoid).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#283	Human Studio Drapery	Draw the folds in the elbow of a sleeve with a bent arm.	Observe and draw „tension folds“ when fabric is pulled at shoulder.	Draw how fabric falls by gravity where it doesn't touch the body.
<b>Realisation:</b>				

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# #283

---

### Category:

Human Studio

---

### Set Name:

Drapery

---

### Level 1:

Draw the folds in the elbow of a sleeve with a bent arm.

---

### Level 2:

Observe and draw „tension folds“ when fabric is pulled at shoulder.

---

### Level 3:

Draw how fabric falls by gravity where it doesn't touch the body.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#284	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Line of Action	Draw a figure in a dynamic pose with one curve for the spine.	Add shoulder and hip lines to show torso twist.	Sketch limbs loosely around this main action line.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #284

---

### Category:

Human Studio

---

### Set Name:

Line of Action

---

### Level 1:

Draw a figure in a dynamic pose with one curve for the spine.

---

### Level 2:

Add shoulder and hip lines to show torso twist.

---

### Level 3:

Sketch limbs loosely around this main action line.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#285	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Weight & Balance	Draw a figure standing relaxed on one leg (contrapposto).	Draw a figure carrying something heavy (counter-lean).	Draw a figure in the moment of falling "center of gravity lost."
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #285

---

### Category:

Human Studio

---

### Set Name:

Weight & Balance

---

### Level 1:

Draw a figure standing relaxed on one leg (contrapposito).

---

### Level 2:

Draw a figure carrying something heavy (counter-lean).

---

### Level 3:

Draw a figure in the moment of falling — center of gravity lost.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#286	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Power & Tension	Draw a figure pushing against an imaginary wall (leg work).	Emphasize tensed muscle groups with harder lines.	Show the strain in the face (clenched teeth, tensed neck).
<b>Realisation:</b>				

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# #286

---

### Category:

Human Studio

---

### Set Name:

Power & Tension

---

### Level 1:

Draw a figure pushing against an imaginary wall (leg work).

---

### Level 2:

Emphasize tensed muscle groups with harder lines.

---

### Level 3:

Show the strain in the face (clenched teeth, tensed neck).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#287	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Foreshortening	Draw someone pointing a finger directly at you.	Construct the arm from overlapping cylinders to understand depth.	Draw a figure in extreme low angle view.
<b>Realisation:</b>				

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# #287

---

### Category:

Human Studio

---

### Set Name:

Foreshortening

---

### Level 1:

Draw someone pointing a finger directly at you.

---

### Level 2:

Construct the arm from overlapping cylinders to understand depth.

---

### Level 3:

Draw a figure in extreme low angle view.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#288	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio The Jump	Draw the moment of liftoff (maximum extension).	Draw the highest point in the air (compact pose).	Draw the moment of landing (compression, knee cushioning).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #288

---

### Category:

Human Studio

---

### Set Name:

The Jump

---

### Level 1:

Draw the moment of liftoff (maximum extension).

---

### Level 2:

Draw the highest point in the air (compact pose).

---

### Level 3:

Draw the moment of landing (compression, knee cushioning).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#289	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Form: The Block	Design a character whose base shape is a massive square.	Give them a broad, low center of gravity and stout legs.	Draw them in a pose saying: „I am not moving from here.“
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #289

---

### Category:

Human Studio

---

### Set Name:

Form: The Block

---

### Level 1:

Design a character whose base shape is a massive square.

---

### Level 2:

Give them a broad, low center of gravity and stout legs.

---

### Level 3:

Draw them in a pose saying: „I am not moving from here.“

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#290	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Form: The Arrow	Design a character based on an inverted triangle.	Make all limbs and facial features sharp and angular.	Draw them in a lurking, dynamic pose.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #290

---

### Category:

Human Studio

---

### Set Name:

Form: The Arrow

---

### Level 1:

Design a character based on an inverted triangle.

---

### Level 2:

Make all limbs and facial features sharp and angular.

---

### Level 3:

Draw them in a lurking, dynamic pose.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#291	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Form: The Circle	Design a character consisting only of soft, round shapes.	Give them large, wide eyes	avoid hard edges in the design.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #291

---

### Category:

Human Studio

---

### Set Name:

Form: The Circle

---

### Level 1:

Design a character consisting only of soft, round shapes.

---

### Level 2:

Give them large, wide eyes

---

### Level 3:

avoid hard edges in the design.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#292	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Trait: The Nervous	Sketch a posture showing insecurity (raised shoulders).	Focus on hands: draw them fidgeting, kneading, or clenching.	Draw the face with a fleeting gaze avoiding eye contact.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #292

---

### Category:

Human Studio

---

### Set Name:

Trait: The Nervous

---

### Level 1:

Sketch a posture showing insecurity (raised shoulders).

---

### Level 2:

Focus on hands: draw them fidgeting, kneading, or clenching.

---

### Level 3:

Draw the face with a fleeting gaze avoiding eye contact.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#293	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Trait: The Arrogant	Sketch a posture with extreme arched back and nose up.	Use clothing or accessories to emphasize distance.	Draw an expression of condescending boredom (half-closed lids).
<b>Realisation:</b>				

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# #293

---

### Category:

Human Studio

---

### Set Name:

Trait: The Arrogant

---

### Level 1:

Sketch a posture with extreme arched back and nose up.

---

### Level 2:

Use clothing or accessories to emphasize distance.

---

### Level 3:

Draw an expression of condescending boredom (half-closed lids).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#294	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Silhouette	Draw a character completely in black (silhouette only).	Change silhouette with a unique feature (hat/hunch/weapon).	Draw the silhouette in an action that is still clearly readable.
<b>Realisation:</b>				

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# #294

---

### Category:

Human Studio

---

### Set Name:

Silhouette

---

### Level 1:

Draw a character completely in black (silhouette only).

---

### Level 2:

Change silhouette with a unique feature (hat/hunch/weapon).

---

### Level 3:

Draw the silhouette in an action that is still clearly readable.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#295	Human Studio Aging Process	Draw a neutral, young face.	Draw the same face as middle-aged (first wrinkles/looser skin).	Draw as an elderly person (gravity wins: sagging cheeks/lids).
<b>Realisation:</b>				

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## #295

---

### Category:

Human Studio

---

### Set Name:

Aging Process

---

### Level 1:

Draw a neutral, young face.

---

### Level 2:

Draw the same face as middle-aged (first wrinkles/looser skin).

---

### Level 3:

Draw as an elderly person (gravity wins: sagging cheeks/lids).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#296	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Hair as Character	Draw a hairstyle as a solid, sculptural form (no single hairs).	Use the hair to underline personality (wild vs. strict).	Draw how the hair reacts to movement or wind.
<b>Realisation:</b>				

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## #296

---

### Category:

Human Studio

---

### Set Name:

Hair as Character

---

### Level 1:

Draw a hairstyle as a solid, sculptural form (no single hairs).

---

### Level 2:

Use the hair to underline personality (wild vs. strict).

---

### Level 3:

Draw how the hair reacts to movement or wind.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#297	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Human Studio Micro-Expression	Draw neutral eyebrows.	Draw the „worry kink“ (inner corners pull up).	Draw the „anger wave“ (pulled down and pressed in center).
<b>Realisation:</b>				

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# #297

---

### Category:

Human Studio

---

### Set Name:

Micro-Expression

---

### Level 1:

Draw neutral eyebrows.

---

### Level 2:

Draw the „worry kink“ (inner corners pull up).

---

### Level 3:

Draw the „anger wave“ (pulled down and pressed in center).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#298	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Character Lighting	Draw a face with neutral frontal light (few shadows).	Light the face extremely from below („monster light“).	Light only half the face (split lighting) for dual personality.
<b>Realisation:</b>				

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# #298

---

### Category:

Human Studio

---

### Set Name:

Character Lighting

---

### Level 1:

Draw a face with neutral frontal light (few shadows).

---

### Level 2:

Light the face extremely from below („monster light“).

---

### Level 3:

Light only half the face (split lighting) for dual personality.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#299	Human Studio The Laugh	Draw a polite, „fake“ smile (only mouth moves).	Draw a real laugh: eyes must join in (crow's feet).	Draw a hysterical laugh where facial control is lost.
<b>Realisation:</b>				

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# #299

---

### Category:

Human Studio

---

### Set Name:

The Laugh

---

### Level 1:

Draw a polite, „fake“ smile (only mouth moves).

---

### Level 2:

Draw a real laugh: eyes must join in (crow's feet).

---

### Level 3:

Draw a hysterical laugh where facial control is lost.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#300	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Hands as Portrait	Draw a portrait where a hand supports the chin (pensive).	Draw a portrait where hands cover the face (shame/grief).	Draw a portrait where a hand makes an aggressive gesture.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #300

---

### Category:

Human Studio

---

### Set Name:

Hands as Portrait

---

### Level 1:

Draw a portrait where a hand supports the chin (pensive).

---

### Level 2:

Draw a portrait where hands cover the face (shame/grief).

---

### Level 3:

Draw a portrait where a hand makes an aggressive gesture.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#301	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio The Nose	Construct a nose from simple geometric shapes (prism/wedge).	Draw a nose with character (bump/very pointed/very wide).	Draw the entire face around this dominant nose.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #301

---

## Category:

Human Studio

---

## Set Name:

The Nose

---

## Level 1:

Construct a nose from simple geometric shapes (prism/wedge).

---

## Level 2:

Draw a nose with character (bump/very pointed/very wide).

---

## Level 3:

Draw the entire face around this dominant nose.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#302	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Clothing Tells Story	Draw a figure in standard clothing.	Add signs of wear (patches/tears) showing what they do.	Add an accessory that doesn't fit the rest, hinting at a secret.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #302

---

### Category:

Human Studio

---

### Set Name:

Clothing Tells Story

---

### Level 1:

Draw a figure in standard clothing.

---

### Level 2:

Add signs of wear (patches/tears) showing what they do

---

### Level 3:

Add an accessory that doesn't fit the rest, hinting at a secret.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#303	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Archetype: Hero	Design a figure with idealized proportions (broad shoulders).	Give them a „uniform“ or armor symbolizing strength.	Draw them in a pose showing determination/sacrifice.
<b>Realisation:</b>				

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# #303

---

### Category:

Human Studio

---

### Set Name:

Archetype: Hero

---

### Level 1:

Design a figure with idealized proportions (broad shoulders).

---

### Level 2:

Give them a „uniform“ or armor symbolizing strength.

---

### Level 3:

Draw them in a pose showing determination/sacrifice.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#304	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Archetype: Villain	Design a figure with sharp or eerie features (long fingers).	Use clothing that conceals or deceives (hoods/long coats).	Draw a pose radiating arrogance or hidden threat.
<b>Realisation:</b>				

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# #304

---

### Category:

Human Studio

---

### Set Name:

Archetype: Villain

---

### Level 1:

Design a figure with sharp or eerie features (long fingers).

---

### Level 2:

Use clothing that conceals or deceives (hoods/long coats).

---

### Level 3:

Draw a pose radiating arrogance or hidden threat.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#305	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Interaction	Draw two very different characters (large/small) side by side.	Let them interact through looks (affection or mistrust).	Let them interact physically (hug or fight).
<b>Realisation:</b>				

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# #305

---

### Category:

Human Studio

---

### Set Name:

Interaction

---

### Level 1:

Draw two very different characters (large/small) side by side.

---

### Level 2:

Let them interact through looks (affection or mistrust).

---

### Level 3:

Let them interact physically (hug or fight).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#306	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Human Studio Self-Portrait	Draw yourself in the mirror as objectively as possible.	Draw again, emphasizing the trait you perceive most in yourself.	Draw yourself as a charac- ter in a story " what is your role?
<b>Realisation:</b>				

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# #306

---

### Category:

Human Studio

---

### Set Name:

Self-Portrait

---

### Level 1:

Draw yourself in the mirror as objectively as possible.

---

### Level 2:

Draw again, emphasizing the trait you perceive most in yourself.

---

### Level 3:

Draw yourself as a character in a story “what is your role?”

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#307	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Blind Contour	Draw your subject without looking at the paper once (no lifting).	As Level 1, but you may lift the pen	find your place blindly.
<b>Realisation:</b>				

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# #307

---

### Category:

Motor Skills

---

### Set Name:

Blind Contour

---

### Level 1:

Draw your subject without looking at the paper once (no lifting).

---

### Level 2:

As Level 1, but you may lift the pen

---

### Level 3:

find your place blindly.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#308	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Weak Side	Use exclusively your non-dominant hand for rough outlines.	Capture details and textures with the weak hand.	Draw with the weak hand under time pressure (max. 2 mins).
<b>Realisation:</b>				

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# #308

---

### Category:

Motor Skills

---

### Set Name:

Weak Side

---

### Level 1:

Use exclusively your non-dominant hand for rough outlines.

---

### Level 2:

Capture details and textures with the weak hand.

---

### Level 3:

Draw with the weak hand under time pressure (max. 2 mins).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#309	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Rigid Wrist	Fix your wrist (keep it stiff). Draw only from the elbow.	Stiffen the elbow too. All movement must come from the shoulder.	Draw standing with arm extended on paper fixed to the wall.
<b>Realisation:</b>				

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# #309

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### Category:

Motor Skills

---

### Set Name:

Rigid Wrist

---

### Level 1:

Fix your wrist (keep it stiff). Draw only from the elbow.

---

### Level 2:

Stiffen the elbow too. All movement must come from the shoulder.

---

### Level 3:

Draw standing with arm extended on paper fixed to the wall.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#310	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Stationary Pen	Hold the pen absolutely still. Move only the paper to draw.	Rotate the paper constantly while drawing (pen moves vertically).	Crumple the paper slightly during drawing to affect texture.
<b>Realisation:</b>				

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# #310

---

### Category:

Motor Skills

---

### Set Name:

Stationary Pen

---

### Level 1:

Hold the pen absolutely still. Move only the paper to draw.

---

### Level 2:

Rotate the paper constantly while drawing (pen moves vertically).

---

### Level 3:

Crumple the paper slightly during drawing to affect texture.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#311	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Mirror Sync	Take a pen in each hand. Draw left and right halves (mirrored).	Try to draw the complete motif twice side by side in sync.	Left hand draws contour while right hand simulta- neously shades.
<b>Realisation:</b>				

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# #311

---

### Category:

Motor Skills

---

### Set Name:

Mirror Sync

---

### Level 1:

Take a pen in each hand. Draw left and right halves (mirrored).

---

### Level 2:

Try to draw the complete motif twice side by side in sync.

---

### Level 3:

Left hand draws contour while right hand simultaneously shades.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#312	Motor Skills Two-Part Polyphony	Dominant hand draws	other hand draws circles at the edge.	Dominant hand draws
<b>Realisation:</b>				

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# #312

---

### Category:

Motor Skills

---

### Set Name:

Two-Part Polyphony

---

### Level 1:

Dominant hand draws

---

### Level 2:

other hand draws circles at the edge.

---

### Level 3:

Dominant hand draws

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#313	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Mouth Art	Take pen in mouth. Capture basic shape using head movements.	Try to control pressure to create light/dark lines with mouth.	Draw a detail as precisely as possible without using hands.
<b>Realisation:</b>				

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# #313

---

### Category:

Motor Skills

---

### Set Name:

Mouth Art

---

### Level 1:

Take pen in mouth. Capture basic shape using head movements.

---

### Level 2:

Try to control pressure to create light/dark lines with mouth.

---

### Level 3:

Draw a detail as precisely as possible without using hands.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#314	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Extended Lever	Hold the pen at the very far end (not the tip). Draw outlines.	Attach the pen to a rod at least 50cm long and draw with it.	Draw with extended pen while standing on one leg.
<b>Realisation:</b>				

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# #314

---

### Category:

Motor Skills

---

### Set Name:

Extended Lever

---

### Level 1:

Hold the pen at the very far end (not the tip). Draw outlines.

---

### Level 2:

Attach the pen to a rod at least 50cm long and draw with it.

---

### Level 3:

Draw with extended pen while standing on one leg.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#315	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Foot Work	Grip pen with toes and draw a recognizable shape on floor.	Create hatching or surfaces through rubbing movements of foot.	Try to write your name legibly with your foot.
<b>Realisation:</b>				

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# #315

---

### Category:

Motor Skills

---

### Set Name:

Foot Work

---

### Level 1:

Grip pen with toes and draw a recognizable shape on floor.

---

### Level 2:

Create hatching or surfaces through rubbing movements of foot.

---

### Level 3:

Try to write your name legibly with your foot.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#316	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Continuous Pulse	Draw while your hand vibrates up and down in a fast rhythm.	Sync rhythm to breathing: inhale = draw, exhale = lift pen.	Draw to the beat of very fast music (every beat = new stroke).
<b>Realisation:</b>				

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# #316

---

### Category:

Motor Skills

---

### Set Name:

Continuous Pulse

---

### Level 1:

Draw while your hand vibrates up and down in a fast rhythm.

---

### Level 2:

Sync rhythm to breathing: inhale = draw, exhale = lift pen.

---

### Level 3:

Draw to the beat of very fast music (every beat = new stroke).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#317	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Pincers Variation	Hold the pen between index and middle finger (no thumb).	Hold the pen in your fist (like a toddler) using raw force.	Hold the pen with only the thumb and little finger.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #317

---

### Category:

Motor Skills

---

### Set Name:

Pincers Variation

---

### Level 1:

Hold the pen between index and middle finger (no thumb).

---

### Level 2:

Hold the pen in your fist (like a toddler) using raw force.

---

### Level 3:

Hold the pen with only the thumb and little finger.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#318	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Gravity Drawing	Hold the paper vertically above your head and draw upwards.	Draw while lying flat on your stomach with paper on the floor.	Sit under a table and draw on the underside of the tabletop.
<b>Realisation:</b>				

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# #318

---

### Category:

Motor Skills

---

### Set Name:

Gravity Drawing

---

### Level 1:

Hold the paper vertically above your head and draw upwards.

---

### Level 2:

Draw while lying flat on your stomach with paper on the floor.

---

### Level 3:

Sit under a table and draw on the underside of the tabletop.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#319	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Staccato	No line longer than 1 cm. Lift pen after every centimeter.	Draw only by short tapping (pointillism) without dragging.	Draw only with small, isolated „hook“ movements.
<b>Realisation:</b>				

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# #319

---

### Category:

Motor Skills

---

### Set Name:

Staccato

---

### Level 1:

No line longer than 1cm. Lift pen after every centimeter.

---

### Level 2:

Draw only by short tapping (pointillism) without dragging.

---

### Level 3:

Draw only with small, isolated „hook“ movements.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#320	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Circular Motion	Draw exclusively through spiral movements, no straight lines.	Spirals must change direction (CW/CCW) every 5 seconds.	Vary spiral density to simulate light and shadow.
<b>Realisation:</b>				

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# #320

---

### Category:

Motor Skills

---

### Set Name:

Circular Motion

---

### Level 1:

Draw exclusively through spiral movements, no straight lines.

---

### Level 2:

Spirals must change direction (CW/CCW) every 5 seconds.

---

### Level 3:

Vary spiral density to simulate light and shadow.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#321	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Tactile Feedback	Feel an object with left hand, draw blindly with right hand.	Switch hands: feel right, draw left (blindly).	Feel an object, remove hand, wait 10s, draw blindly from memory.
<b>Realisation:</b>				

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# #321

---

### Category:

Motor Skills

---

### Set Name:

Tactile Feedback

---

### Level 1:

Feel an object with left hand, draw blindly with right hand.

---

### Level 2:

Switch hands: feel right, draw left (blindly).

---

### Level 3:

Feel an object, remove hand, wait 10s, draw blindly from memory.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#322	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Pendulum Hand	Let arm swing loosely like a pendulum	draw only at pivot point.	Draw the subject only from this swinging motion.
<b>Realisation:</b>				

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# #322

---

### Category:

Motor Skills

---

### Set Name:

Pendulum Hand

---

### Level 1:

Let arm swing loosely like a pendulum

---

### Level 2:

draw only at pivot point.

---

### Level 3:

Draw the subject only from this swinging motion.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#323	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Pressure Sensitivity	Draw so delicately that the line is almost invisible.	Draw so firmly that the pen almost pierces the paper.	Constantly switch between min and max pressure in one line.
<b>Realisation:</b>				

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---

# #323

---

### Category:

Motor Skills

---

### Set Name:

Pressure Sensitivity

---

### Level 1:

Draw so delicately that the line is almost invisible.

---

### Level 2:

Draw so firmly that the pen almost pierces the paper.

---

### Level 3:

Constantly switch between min and max pressure in one line.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#324	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Typewriter Motor	Move pen only in exactly horizontal paths back and forth.	Combine with exactly vertical paths (only 90 degree angles).	Create curves only through stair-step gradations of these angles.
<b>Realisation:</b>				

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# #324

---

### Category:

Motor Skills

---

### Set Name:

Typewriter Motor

---

### Level 1:

Move pen only in exactly horizontal paths back and forth.

---

### Level 2:

Combine with exactly vertical paths (only 90 degree angles).

---

### Level 3:

Create curves only through stair-step gradations of these angles.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#325	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Reversed Grip	Hold pen with top end facing you and tip pointing away.	Draw a detailed structure of your subject in this posture.	Try to make a fluid, fast sketch in this posture.
<b>Realisation:</b>				

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# #325

---

### Category:

Motor Skills

---

### Set Name:

Reversed Grip

---

### Level 1:

Hold pen with top end facing you and tip pointing away.

---

### Level 2:

Draw a detailed structure of your subject in this posture.

---

### Level 3:

Try to make a fluid, fast sketch in this posture.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#326	Motor Skills Tethered Wrist	Tie your hand loosely to your torso with a string (range limit).	Draw a subject located at the very edge of your range.	Decrease the string length bit by bit during the drawing.
<b>Realisation:</b>				

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# #326

---

### Category:

Motor Skills

---

### Set Name:

Tethered Wrist

---

### Level 1:

Tie your hand loosely to your torso with a string (range limit).

---

### Level 2:

Draw a subject located at the very edge of your range.

---

### Level 3:

Decrease the string length bit by bit during the drawing.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#327	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Motor Skills Vibration Disturbance	Tap free hand rhythmically on table while drawing.	Draw while your whole body (legs bouncing) is in motion.	Draw while reading a complicated text aloud and clearly.
<b>Realisation:</b>				

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# #327

---

### Category:

Motor Skills

---

### Set Name:

Vibration Disturbance

---

### Level 1:

Tap free hand rhythmically on table while drawing.

---

### Level 2:

Draw while your whole body (legs bouncing) is in motion.

---

### Level 3:

Draw while reading a complicated text aloud and clearly.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#328	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Slow Motion	A single line for the contour must last exactly 60 seconds.	Draw the entire motif in extreme deceleration (mm per second).	Try to keep a fluid, jitter-free line despite extreme slowness.
<b>Realisation:</b>				

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# #328

---

### Category:

Motor Skills

---

### Set Name:

Slow Motion

---

### Level 1:

A single line for the contour must last exactly 60 seconds.

---

### Level 2:

Draw the entire motif in extreme deceleration (mm per second).

---

### Level 3:

Try to keep a fluid, jitter-free line despite extreme slowness.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#329	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Throwing Motion	Draw basic shape through fast, whip-like arm movements.	Set details by almost „striking“ the pen onto the paper.	Create shadows with a fast „wipe“ pattern from the shoulder.
<b>Realisation:</b>				

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# #329

---

### Category:

Motor Skills

---

### Set Name:

Throwing Motion

---

### Level 1:

Draw basic shape through fast, whip-like arm movements.

---

### Level 2:

Set details by almost „striking“ the pen onto the paper.

---

### Level 3:

Create shadows with a fast „wipe“ pattern from the shoulder.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#330	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Two-Finger Tweezers	Hold the pen with only thumb/index finger at the very tip.	Draw tiny details only with this „tweezer“ posture.	Draw a large-format subject with this grip (max fatigue).
<b>Realisation:</b>				

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# #330

---

### Category:

Motor Skills

---

### Set Name:

Two-Finger Tweezers

---

### Level 1:

Hold the pen with only thumb/index finger at the very tip.

---

### Level 2:

Draw tiny details only with this „tweezer“ posture.

---

### Level 3:

Draw a large-format subject with this grip (max fatigue).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#331	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Interruption Mode	Draw for 2 seconds, pause for 2 seconds. Repeat.	Spending the pause phases in an uncomfortable pose.	Use pauses to switch the pen to the other hand and back.
<b>Realisation:</b>				

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# #331

---

### Category:

Motor Skills

---

### Set Name:

Interruption Mode

---

### Level 1:

Draw for 2 seconds, pause for 2 seconds. Repeat.

---

### Level 2:

Spending the pause phases in an uncomfortable pose.

---

### Level 3:

Use pauses to switch the pen to the other hand and back.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#332	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Body Rotation	Move whole torso in hips to lead the pen (don't move arm).	Draw a vertical line by going into a squat and standing up.	Combine torso rotation and squats for a complex shape.
<b>Realisation:</b>				

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---

# #332

---

### Category:

Motor Skills

---

### Set Name:

Body Rotation

---

### Level 1:

Move whole torso in hips to lead the pen (don't move arm).

---

### Level 2:

Draw a vertical line by going into a squat and standing up.

---

### Level 3:

Combine torso rotation and squats for a complex shape.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#333	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Wire Method	Imagine pen is a rigid wire. Move only in straight pieces.	Change direction only in sharp kinks (no curves).	Create illusion of a curve through hundreds of tiny straight kinks.
<b>Realisation:</b>				

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# #333

---

### Category:

Motor Skills

---

### Set Name:

Wire Method

---

### Level 1:

Imagine pen is a rigid wire. Move only in straight pieces.

---

### Level 2:

Change direction only in sharp kinks (no curves).

---

### Level 3:

Create illusion of a curve through hundreds of tiny straight kinks.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#334	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Behind the Back	Lead hand behind your back and draw on a sheet you cannot see.	Feel an object blindly and draw it behind your back at same time.	Compare result and try to correct errors in a 2nd blind round.
<b>Realisation:</b>				

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# #334

---

### Category:

Motor Skills

---

### Set Name:

Behind the Back

---

### Level 1:

Lead hand behind your back and draw on a sheet you cannot see.

---

### Level 2:

Feel an object blindly and draw it behind your back at same time.

---

### Level 3:

Compare result and try to correct errors in a 2nd blind round.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#335	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills Tripod Hand	Prop little finger firmly on paper, move only rest of fingers.	Draw a motif in this miniature size (radius is tiny).	Move the „tripod“ finger repeatedly to assemble a mosaic image.
<b>Realisation:</b>				

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# #335

---

### Category:

Motor Skills

---

### Set Name:

Tripod Hand

---

### Level 1:

Prop little finger firmly on paper, move only rest of fingers.

---

### Level 2:

Draw a motif in this miniature size (radius is tiny).

---

### Level 3:

Move the „tripod“ finger repeatedly to assemble a mosaic image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#336	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Motor Skills The Final Mix	Draw with wrong hand while moving paper with the right hand.	Draw two-handedly: one hand blind, one looking.	Combine three restrictions (e.g. mouth, blind, rod).
<b>Realisation:</b>				

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# #336

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### Category:

Motor Skills

---

### Set Name:

The Final Mix

---

### Level 1:

Draw with wrong hand while moving paper with the right hand.

---

### Level 2:

Draw two-handedly: one hand blind, one looking.

---

### Level 3:

Combine three restrictions (e.g. mouth, blind, rod).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#337	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator SCAMPER (Substitute)	Replace part of motif with physically impossible/ab-surd material.	Replace its function with a new one (e.g. leg that makes music).	Replace context (move it to a place where it is out of place).
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #337

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### Category:

Idea Incubator

---

### Set Name:

SCAMPER (Substitute)

---

### Level 1:

Replace part of motif with physically impossible/absurd material.

---

### Level 2:

Replace its function with a new one (e.g. leg that makes music).

---

### Level 3:

Replace context (move it to a place where it is out of place).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#338	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Random Input	Open a book at random. Take 1st noun	link visually to motif.	Take next adjective and radically change the motif's mood.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #338

---

### Category:

Idea Incubator

---

### Set Name:

Random Input

---

### Level 1:

Open a book at random. Take 1st noun

---

### Level 2:

link visually to motif.

---

### Level 3:

Take next adjective and radically change the motif's mood.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#339	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Walt Disney Method	Dreamer: Draw without restrictions, as fantastic as possible.	Realist: Draw a version that could work physically in 2026.	Critic: Draw only the weaknesses or „dangers“ of your idea.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #339

---

## Category:

Idea Incubator

---

## Set Name:

Walt Disney Method

---

## Level 1:

Dreamer: Draw without restrictions, as fantastic as possible.

---

## Level 2:

Realist: Draw a version that could work physically in 2026.

---

## Level 3:

Critic: Draw only the weaknesses or „dangers“ of your idea.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#340	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Paradox	Combine two mutually exclusive properties (e.g. liquid stone).	Create environment where this paradox seems normal/necessary.	Draw the „instruction manual“ for this paradox object.
<b>Realisation:</b>				

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# #340

---

### Category:

Idea Incubator

---

### Set Name:

Paradox

---

### Level 1:

Combine two mutually exclusive properties (e.g. liquid stone).

---

### Level 2:

Create environment where this paradox seems normal/necessary.

---

### Level 3:

Draw the „instruction manual“ for this paradox object.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#341	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Reversal Method	Think of the absolute opposite of what your motif usually is.	Draw the moment the motif tries to take on its new role.	Design a whole world based on this reversed logic.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #341

---

### Category:

Idea Incubator

---

### Set Name:

Reversal Method

---

### Level 1:

Think of the absolute opposite of what your motif usually is.

---

### Level 2:

Draw the moment the motif tries to take on its new role.

---

### Level 3:

Design a whole world based on this reversed logic.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#342	Idea Incubator Morphological Box	Break motif into 3 traits (form, color, function).	Assign a foreign property to each (color=rust, form=cloud).	Merge these into a coherent new design.
<b>Realisation:</b>				

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# #342

---

### Category:

Idea Incubator

---

### Set Name:

Morphological Box

---

### Level 1:

Break motif into 3 traits (form, color, function).

---

### Level 2:

Assign a foreign property to each (color=rust, form=cloud).

---

### Level 3:

Merge these into a coherent new design.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#343	Idea Incubator Bionics	Find a nature solution for a motif problem (water storage).	Transfer this biological structure to a technical/human form.	Expand design into a complex apparatus based on the principle.

**Realisation:**

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# #343

---

## Category:

Idea Incubator

---

## Set Name:

Bionics

---

## Level 1:

Find a nature solution for a motif problem (water storage).

---

## Level 2:

Transfer this biological structure to a technical/human form.

---

## Level 3:

Expand design into a complex apparatus based on the principle.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#344	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Brainwriting Layering	Draw first intuitive idea very small in center.	Draw a layer on top ignoring content but using its outlines.	Add a 3rd layer combining both previous levels into something new.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #344

---

### Category:

Idea Incubator

---

### Set Name:

Brainwriting Layering

---

### Level 1:

Draw first intuitive idea very small in center.

---

### Level 2:

Draw a layer on top ignoring content but using its outlines.

---

### Level 3:

Add a 3rd layer combining both previous levels into something new.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#345	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Metaphor Bridge	Describe motif as a feeling (e.g. „feels like scratchy sweater“).	Draw motif as if physically made of this feeling/ma- terial.	Transfer consequences of this feeling to motifs en- vironment.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #345

---

### Category:

Idea Incubator

---

### Set Name:

Metaphor Bridge

---

### Level 1:

Describe motif as a feeling (e.g. „feels like scratchy sweater“).

---

### Level 2:

Draw motif as if physically made of this feeling/material.

---

### Level 3:

Transfer consequences of this feeling to motif's environment.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#346	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Perspective Hacking	Draw your subject from the view of someone who hates it.	Draw it from the view of someone who adores it.	Draw it from the view of a 2026 AI with no concept of aesthetics.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #346

---

### Category:

Idea Incubator

---

### Set Name:

Perspective Hacking

---

### Level 1:

Draw your subject from the view of someone who hates it.

---

### Level 2:

Draw it from the view of someone who adores it.

---

### Level 3:

Draw it from the view of a 2026 AI with no concept of aesthetics.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#347	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Idea Incubator Methodical Destruction	Draw your motif completely.	Graphically „destroy“ it by painting over or cutting half.	Use ruins of destruction to grow a new, complex motif.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #347

---

### Category:

Idea Incubator

---

### Set Name:

Methodical Destruction

---

### Level 1:

Draw your motif completely.

---

### Level 2:

Graphically „destroy“ it by painting over or cutting half.

---

### Level 3:

Use ruins of destruction to grow a new, complex motif.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#348	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator What If Generator	Formulate absurd condition (e.g. „gravity doesn't affect metal“).	Draw immediate effect of this condition on your motif.	Draw the long-term cultural or biological consequence.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #348

---

### Category:

Idea Incubator

---

### Set Name:

What If Generator

---

### Level 1:

Formulate absurd condition (e.g. „gravity doesn't affect metal“).

---

### Level 2:

Draw immediate effect of this condition on your motif.

---

### Level 3:

Draw the long-term cultural or biological consequence.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#349	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Semantic Intuition	Combine two random syllables into a new word (e.g. Klar-Tup).	Think of what a „Klar-Tup“ could be and sketch it.	Create environment where the „Klar-Tup“ is indispensable.
<b>Realisation:</b>				

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# #349

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### Category:

Idea Incubator

---

### Set Name:

Semantic Intuition

---

### Level 1:

Combine two random syllables into a new word (e.g. Klar-Tup).

---

### Level 2:

Think of what a „Klar-Tup“ could be and sketch  
t\_\_\_\_\_

---

### Level 3:

Create environment where the „Klar-Tup“ is indispensable.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#350	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Six Thinking Hats	Draw motif purely emotionally and intuitively (Red Hat).	Draw it purely logically, coolly, and functionally (White Hat).	Draw it radically optimistic and „radiant“ (Yellow Hat).
<b>Realisation:</b>				

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# #350

---

### Category:

Idea Incubator

---

### Set Name:

Six Thinking Hats

---

### Level 1:

Draw motif purely emotionally and intuitively (Red Hat).

---

### Level 2:

Draw it purely logically, coolly, and functionally (White Hat).

---

### Level 3:

Draw it radically optimistic and „radiant“ (Yellow Hat).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#351	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Cross-Industry	Listen to music and transfer its rhythm to your lines.	Choose an element from architecture and apply its principle.	Use a cooking recipe (ingredient list) as a parts blueprint.
<b>Realisation:</b>				

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# #351

---

### Category:

Idea Incubator

---

### Set Name:

Cross-Industry

---

### Level 1:

Listen to music and transfer its rhythm to your lines.

---

### Level 2:

Choose an element from architecture and apply its principle.

---

### Level 3:

Use a cooking recipe (ingredient list) as a parts blueprint.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#352	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Time Travel	Draw how your motif would have looked 100 years ago.	Draw it in the year 2026 (status quo).	Draw it in 2126 after adapting to a changed earth.
<b>Realisation:</b>				

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# #352

---

### Category:

Idea Incubator

---

### Set Name:

Time Travel

---

### Level 1:

Draw how your motif would have looked 100 years ago.

---

### Level 2:

Draw it in the year 2026 (status quo).

---

### Level 3:

Draw it in 2126 after adapting to a changed earth.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#353	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Abstract Reduction	Draw your motif as detailed as possible.	Reduce it to only three lines or shapes in a second drawing.	Design a completely new object from these three shapes.
<b>Realisation:</b>				

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# #353

---

### Category:

Idea Incubator

---

### Set Name:

Abstract Reduction

---

### Level 1:

Draw your motif as detailed as possible.

---

### Level 2:

Reduce it to only three lines or shapes in a second drawing.

---

### Level 3:

Design a completely new object from these three shapes.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#354	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Personal Analogy	Imagine you are the motif. Draw how you „feel“ (post- ure).	Draw your „enemies“ or the things restricting you in this form.	Draw your „superpower“ as this motif.
<b>Realisation:</b>				

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# #354

---

### Category:

Idea Incubator

---

### Set Name:

Personal Analogy

---

### Level 1:

Imagine you are the motif. Draw how you „feel“ (posture).

---

### Level 2:

Draw your „enemies“ or the things restricting you in this form.

---

### Level 3:

Draw your „superpower“ as this motif.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#355	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Pareidolia	Create a random stain (coffee/ink) on the paper.	Look for themes/shapes in it and enhance with fine lines.	Complete drawing so the stain is the logical center.
<b>Realisation:</b>				

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# #355

---

### Category:

Idea Incubator

---

### Set Name:

Pareidolia

---

### Level 1:

Create a random stain (coffee/ink) on the paper.

---

### Level 2:

Look for themes/shapes in it and enhance with fine lines.

---

### Level 3:

Complete drawing so the stain is the logical center.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#356	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Numerology	Roll dice (1-10). Draw your motif that many times on a sheet.	Connect all these motifs into a single coherent structure.	Number also determines the amount of colors/tools you may use.
<b>Realisation:</b>				

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# #356

---

## Category:

Idea Incubator

---

## Set Name:

Numerology

---

## Level 1:

Roll dice (1-10). Draw your motif that many times on a sheet.

---

## Level 2:

Connect all these motifs into a single coherent structure.

---

## Level 3:

Number also determines the amount of colors/tools you may use.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#357	<b>Category and Set-Name:</b>	<b>Level 1:</b>	<b>Level 2:</b>	<b>Level 3:</b>
	Idea Incubator Bisociation	Choose two worlds (e.g. „deep sea“ and „office life“).	Draw an object fulfilling a function in both worlds at once.	Visualize the moment these two worlds collide.
<b>Realisation:</b>				

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# #357

---

### Category:

Idea Incubator

---

### Set Name:

Bisociation

---

### Level 1:

Choose two worlds (e.g. „deep sea“ and „office life“).

---

### Level 2:

Draw an object fulfilling a function in both worlds at once.

---

### Level 3:

Visualize the moment these two worlds collide.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#358	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Worst Case Scenario	Think of how to make your motif ugly or useless. Draw it.	Analyze what is actually interesting/new about this „bad“ version.	Use that „ugly“ element to develop an innovative beauty.
<b>Realisation:</b>				

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# #358

---

## Category:

Idea Incubator

---

## Set Name:

Worst Case Scenario

---

## Level 1:

Think of how to make your motif ugly or useless. Draw it.

---

## Level 2:

Analyze what is actually interesting/new about this „bad“ version.

---

## Level 3:

Use that „ugly“ element to develop an innovative beauty.

---

## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

	Category and Set-Name:	Level 1:	Level 2:	Level 3:
#359	Idea Incubator 5 Whys	Draw motif	ask: why does it look like this?	Draw the answer (the cause of the shape).
<b>Realisation:</b>				

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# #359

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### Category:

Idea Incubator

---

### Set Name:

5 Whys

---

### Level 1:

Draw motif

---

### Level 2:

ask: why does it look like this?

---

### Level 3:

Draw the answer (the cause of the shape).

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#360	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Extremes	Draw your motif with only a single stroke.	Next to it, draw it as overloaded as possible (1000s of details).	Find a way to unite both extremes in one harmonious composition.
<b>Realisation:</b>				

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# #360

---

### Category:

Idea Incubator

---

### Set Name:

Extremes

---

### Level 1:

Draw your motif with only a single stroke.

---

### Level 2:

Next to it, draw it as overloaded as possible (1000s of details).

---

### Level 3:

Find a way to unite both extremes in one harmonious composition.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#361	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Visual Syllogisms	Draw Object A and Object B separately.	Create an „equation“ of how these two could merge logically.	Draw Result C having traits of both but being unique.
<b>Realisation:</b>				

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# #361

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### Category:

Idea Incubator

---

### Set Name:

Visual Syllogisms

---

### Level 1:

Draw Object A and Object B separately.

---

### Level 2:

Create an „equation“ of how these two could merge logically.

---

### Level 3:

Draw Result C having traits of both but being unique.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#362	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator The Impossible	Sketch a machine with an impossible goal (e.g. „turn envy to gold“).	Draw mechanical details of how it would theoretically work.	Show the „waste product“ produced during the process.
<b>Realisation:</b>				

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# #362

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### Category:

Idea Incubator

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### Set Name:

The Impossible

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### Level 1:

Sketch a machine with an impossible goal (e.g. „turn envy to gold“).

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### Level 2:

Draw mechanical details of how it would theoretically work.

---

### Level 3:

Show the „waste product“ produced during the process.

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### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#363	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Collective Outsourcing	Ask someone (or AI) for an absurd sentence. Illustrate it.	Change image to look like secret message to aliens.	Draw the „answer“ you would receive to this image.
<b>Realisation:</b>				

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# #363

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### Category:

Idea Incubator

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### Set Name:

Collective Outsourcing

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### Level 1:

Ask someone (or AI) for an absurd sentence. Illustrate it.

---

### Level 2:

Change image to look like secret message to aliens.

---

### Level 3:

Draw the „answer“ you would receive to this image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#364	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Metamorphose	Draw a hard object as if made of soft dough.	Draw a liquid element as if it were a rigid architecture.	Let both states fight or merge in the image.
<b>Realisation:</b>				

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# #364

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### Category:

Idea Incubator

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### Set Name:

Metamorphose

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### Level 1:

Draw a hard object as if made of soft dough.

---

### Level 2:

Draw a liquid element as if it were a rigid architecture.

---

### Level 3:

Let both states fight or merge in the image.

---

### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#365	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Evolution	Draw an idea. Immediately draw a better version.	Draw a version radically questioning the second idea.	Draw „ultimate“ version absorbing all previous stages.
<b>Realisation:</b>				

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# #365

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## Category:

Idea Incubator

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## Set Name:

Evolution

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## Level 1:

Draw an idea. Immediately draw a better version.

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## Level 2:

Draw a version radically questioning the second idea.

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## Level 3:

Draw „ultimate“ version absorbing all previous stages.

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## Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.

#366	Category and Set-Name:	Level 1:	Level 2:	Level 3:
	Idea Incubator Idea Graveyard	Find an old sketch you never finished or thought was bad.	Extract only one single element with potential.	Build a completely new, modern world (2026) around it.
<b>Realisation:</b>				

# #jrgDrawingChallenge

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# #366

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### Category:

Idea Incubator

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### Set Name:

Idea Graveyard

---

### Level 1:

Find an old sketch you never finished or thought was bad.

---

### Level 2:

Extract only one single element with potential.

---

### Level 3:

Build a completely new, modern world (2026) around  
t

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### Please note:

- Give yourself a time limit—anywhere from a minute to an hour.
- All three levels are limited to one sheet of paper.
- Choose your own topic if it is not clear from the tasks.
- If certain tasks don't make sense, you are free to transform individual parts.
- This beta version will be updated irregularly.