

PRESS RELEASE

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Living Lines: What will you bring to life?

Registration is now open to take part in the world's biggest drawing festival, Living Lines: An Animated Big Draw Festival, from 1-31 October 2017.

From cave men to the big screen and everything in between, this year, the theme of the world's biggest drawing festival aims to unite pixels, pencils and people from across the globe to celebrate the universal language of drawing.

Living Lines: An Animated Big Draw Festival will take place for **31 days** from 1-31 October 2017. Since 2000, the annual, international celebration of drawing, which brings people together under the banner 'drawing is a universal language', regularly takes place in over **25 countries**, involves **over 1000 events** and has encouraged **over 4 million people** back to the drawing board.

Arts education charity, The Big Draw, which is the founder and driving force behind the festival believes that 'everyone can draw'. They also promote drawing as a universal language that has the power to change lives and unite people of any age, background, race, or religion from around the globe.

Anyone can register or attend an event as part of the festival. Registration for 2017 is now open and those inspired to bring the festival to their community are encouraged to organise an event of their own. Events vary in size, from small workshops to country-wide, month-long celebrations. No previous drawing experience is required, although plenty of well-known artists take part, including: Children's Laureate Chris Riddell, artist Tanya Raabe-Webber, illustrators Oliver Jeffers, Posy Simmonds and Sir Quentin Blake.

Kate Mason, director of The Big Draw said:

"As always, The Big Draw Festival is for anyone who loves to draw, as well as those who think they can't! For 31 days in over 25 countries, Living Lines: An Animated Big Draw Festival will bring together hundreds of thousands of people to learn, experiment and bring ideas to life through drawing and animation.

Organisers with no animation experience need not be worried. From the earliest days with pre-film animation devices such as Zoetropes, to the most cutting edge digital drawing and animation technologies, there is a long history of people finding ways to create moving images. Remember, if cave men can be animators so can you.

Whether organising or participating, Living Lines, it is an opportunity for individuals, organisations and even countries to join a global community in celebration of the universal language of drawing."

To find out more about the Festival, visit www.thebigdraw.org - #LivingLines17.

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Contact

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Notes to editors

The Big Draw Festival

Launched in October 2000, The Big Draw Festival has encouraged over four million people back to the drawing board. It has notched up two world records – for the longest drawing in the world (one kilometre) and the greatest number of people drawing simultaneously (over 7,000).

The first Big Draw Festival in 2000 attracted 180 partner organisations. Since then, the number had risen to over 1,000, with over 400,000 people participating each year. What began as a one day celebration of drawing in October 2000 in the UK, is now an annual month-long festival of drawing across the world. To find your nearest event or find out more about organising one visit: www.thebigdraw.org

Patrons include Quentin Blake, Andrew Marr, Bob & Roberta Smith RA, Lord Foster of Thames Bank, David Hockney OM CH, Sir Roger Penrose OM, Gerald Scarfe CBE, Posy Simmonds MBE and Children's Laureate, Chris Riddell.

The Big Draw charity

Founded in 2000, The Big Draw is an arts education charity that promotes visual literacy and the universal language of drawing as a tool for learning, expression and invention. The charity leads a diversified programme encompassing advocacy, empowerment and engagement, and is the founder and driving force behind The Big Draw Festival – the world's biggest celebration of drawing.

The Big Draw manages collaborative research projects, campaigns and educational conferences on visual literacy, digital technology and STEAM. The charity supports professional and emerging artists through The John Ruskin Prize and exhibition, and through events, awards, and competitions, creates platforms for each and everyone who wants to draw. www.thebigdraw.org.