

Jennie Anderson – Archaeological Illustrator

This information was provided by Jennie when asked about her involvement with the Leap in the Park project.

Can you imagine what the houses in the place where you live looked like 200 years ago? Or how you would make your dinner if you lived 500 years ago? Or what clothes you would have on if you lived 1000 years ago? Well...this is something an **Archaeological Illustrator** has to do all the time!



My name is Jennie Anderson and I am an Archaeological Illustrator. Archaeology is about finding out how people lived in the past by looking at the things they left behind them; like the remains of their homes, or the clothes, jewellery and possessions we find when we dig in the ground. An illustrator's job is to draw pictures of things to explain ideas or imagine what something looks like. So what do you think being 'archaeological illustrator' means?

It means 'someone whomakes pictures to explain how people lived in the past, what things looked like many years ago or what the remains of them look like today'.

I'm very happy to be working on the Leap in the Park project because it is about understanding a very beautiful and important part of our countryside, and also because it is giving me the chance to learn more about some subjects that I am very interested in. I like to try to understand what life was like in England in medieval times (that means the period between about 800 and 400 years ago) and I'm also very happy that I have got the chance to draw some archers using their bows and arrows because medieval style archery is one of my favourite hobbies.

I've been making lots of drawings and paintings for the project and I thought I'd tell you a little bit about how I've been doing it all. First of all, I travelled to the Forest of Bowland from my home in Wiltshire in the south of England. Members of the Leap in the Park team took me on three really interesting walks over three different days around the remains of the two medieval deer parks at Leagram and Radholme and I took over 500 photographs to help me remember what I had seen.

When I got back to my studio in Wiltshire, I spent a lot of time thinking about what I had seen, and talking to the people from the project about what they wanted me to draw. I had met archaeologists, garden historians, environmental experts, park rangers, local historians and staff from the Forest of Bowland team, who all had information and ideas to give me to help me do my work.

Next, I made lots of black and white pencil sketches of my ideas for the drawings, and showed these to the team. These are called 'roughs'; they are rough drawings that can be changed easily if I have forgotten to include something or have got something wrong. After this, when everyone was happy with the 'roughs', I could go ahead and start the bigger final colour paintings. I like to draw out the final picture first in pencil on thick watercolour paper, and then paint over it in watercolours, inks or acrylic paints until it is finished.

So! Now you know a little bit about me and what I do... I'd like to ask you some questions:

- How would you make a picture showing what something looked like a long time ago?
- What sort of things would you need to find out and who would you need to talk to?
- How would you draw an *archaeological illustration* of your own?

Have a go.