Dipping our toes into the process:

- -Introduction & dialogue: In a circle, we introduce ourselves and what we do. Then we talk about what is going on with the group, the issues they think are important.
- -Games: Through games we up-root clichéd thinking. We want to inspire people to think outside the box so that we can create powerful images. The most commonly used game is "Cadaver exquisito" for you guys it's kind of a "Visual-telephone game" We start with an image or an idea in a folded long piece of paper and everybody has to alternatively draw the idea they read is written and then draw what they see written. It gives them a sense of how to interpret ideas visually.
- -We can also reinforce some creativity through composition with Collage exercises

Concept and Design

-Brainstorming/Discussion on concept. We openly talk about ideas and gather input to produce a design.

We usually render a final design ourselves, from what we gathered from community meetings

Wall Prep

-Priming the Wall may take a whole day with good weather conditions. It's preferably to do it at a time when the wall is receiving lots of sunlight, so it dries up a lot faster.

Mixing colors

-We get basic colors (red, blue, yellow, black and white) to mix all the other colors we need with the amounts we need. It's a great activity with kids and youth, they love to mix.

Transferring onto the Wall

- Projecting the outline allows you to have others help

Base color application

- It's the most crucial part of the painting process and most tedious. We will be applying flat colors to each element in the design.
- -Color Mapping: We map out the colors as we want them for the design

Paintina details

-Smaller and realistic elements, retouches, etc. (We usually do this part alone)