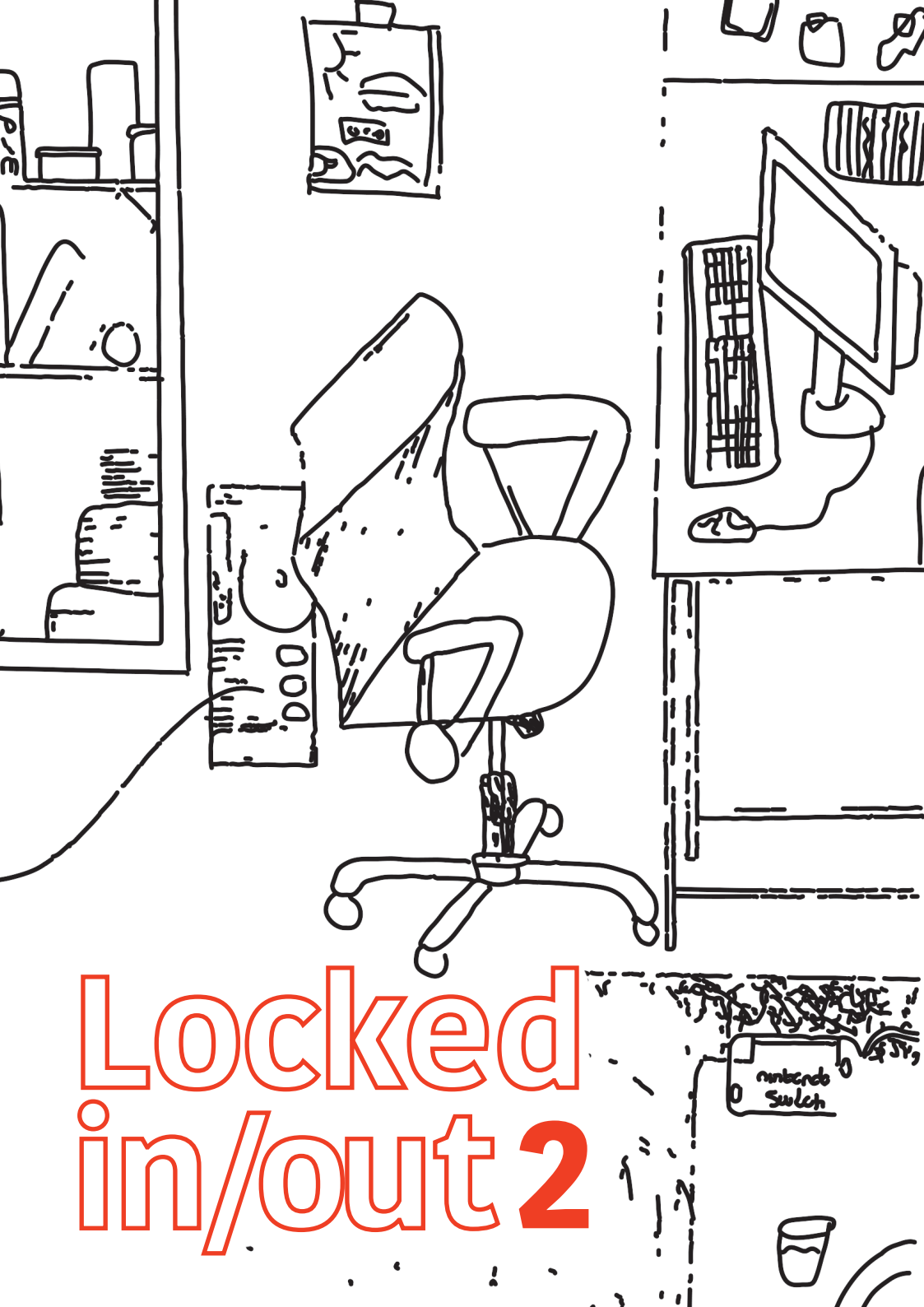


Locked in/out 2

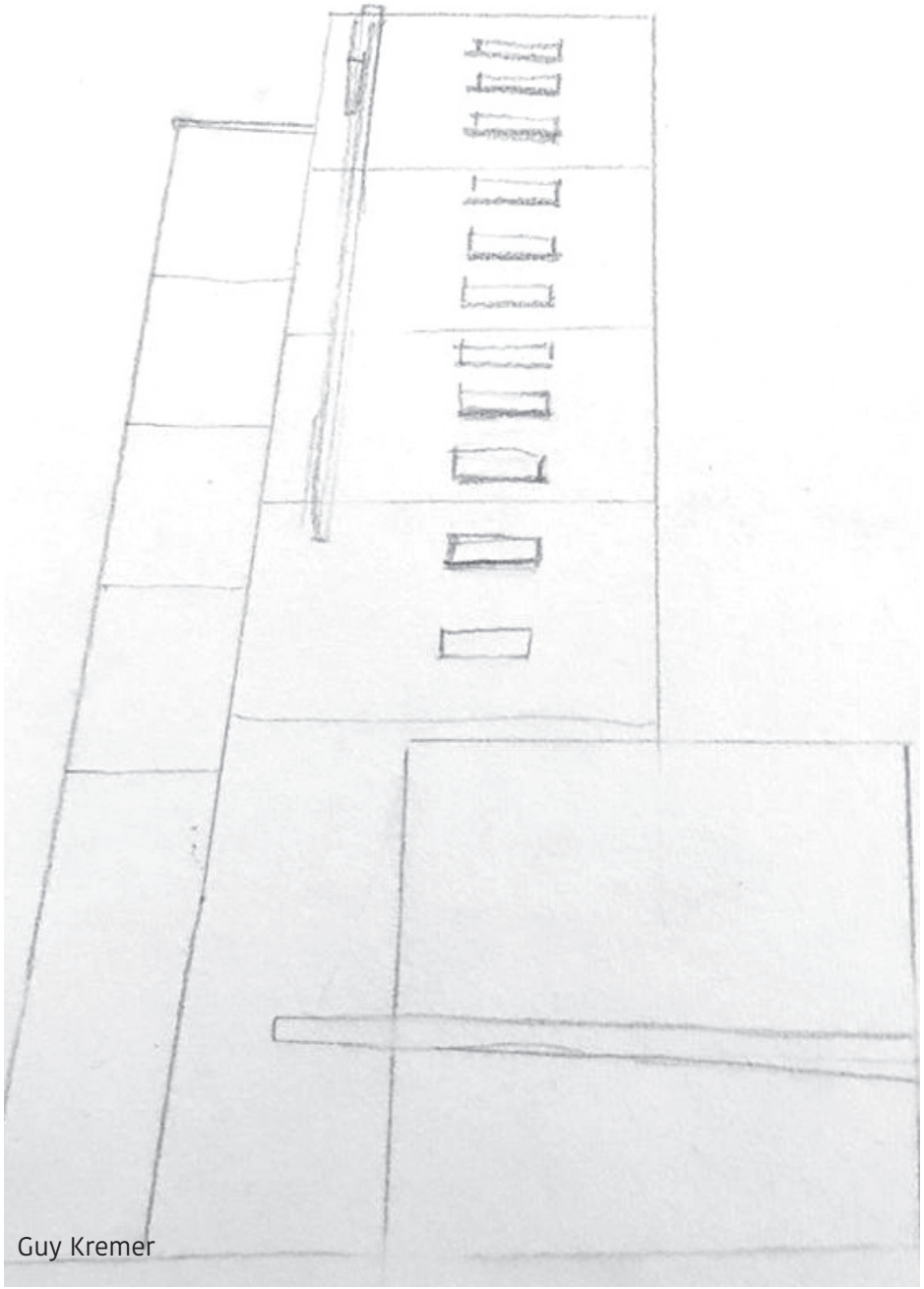
Urban Sketches

by CMGT students
around the world

September 2021
Edition 2

Cover images
Front | JJ Beamish Rosenberg
Back | Reanne Chung

Text + layout
Afra Willems



Guy Kremer

About this project

The drawings in this magazine have been created by second-year students following the program Creative Media and Game Technologies (CMGT) at Saxion University of applied sciences in Enschede.

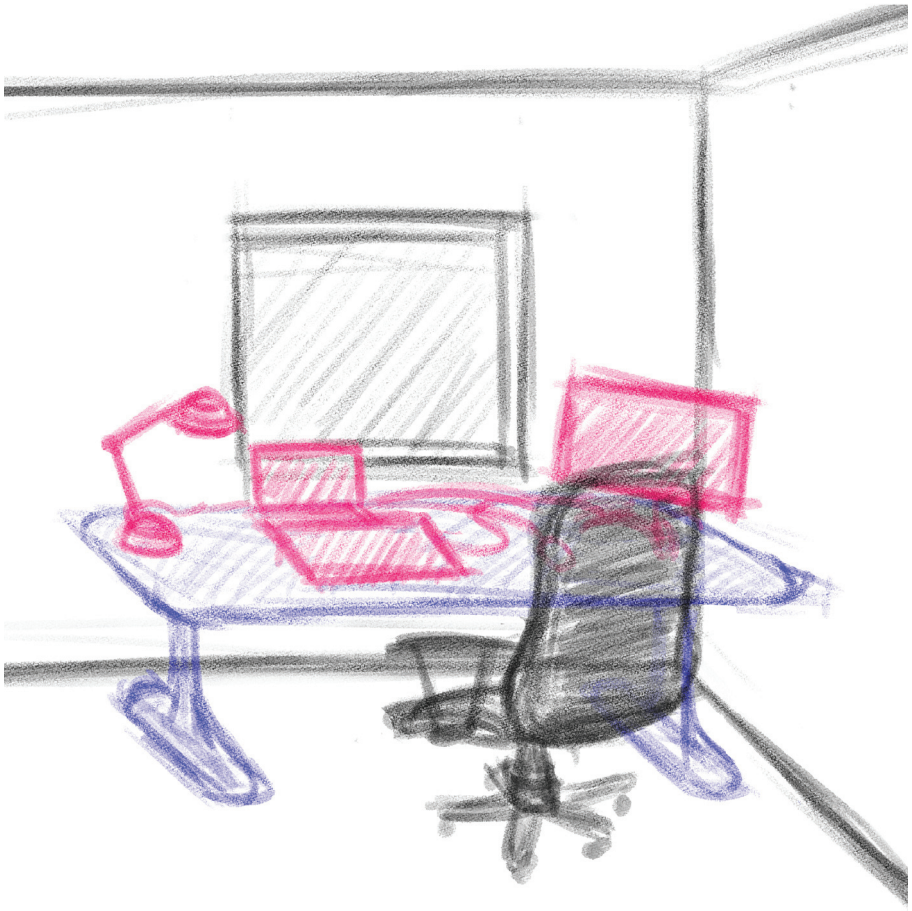
The images result from an elective workshop in urban sketching, a course open to all CMGT students (engineers, designers and artists) that requires no prior knowledge. Because of covid-19, the students could not draw together on-site; instead, they sketched apart on different locations.
The assignment was: make a sketch of where you spend most of your day (during lockdown). Draw your indoor environment and, if possible, an outdoor scene as well.

Some students took their time to draw detailed images of their rooms and outdoor locations. Others provided a quick sketch that sufficed in telling where they were and what they were doing during our online class discussion of the sketches. This resulted in this beautiful collection of images and in treasured conversations between students scattered across timezones, around the globe.

This is the second edition of the CMGT urban sketching magazine. The online sketching workshops started in 2020 and continued until spring 2021. Perhaps, in this academic year, it will be possible to draw on location together again.
Our creative skills allowed us to find ways to keep connecting online. However, it will be amazing to go sketching at the same spot again and compare our different views on the scene directly, in the same shared reality.

For more information about CMGT in Enschede, see the last page of this magazine.

Andreas Ioannou



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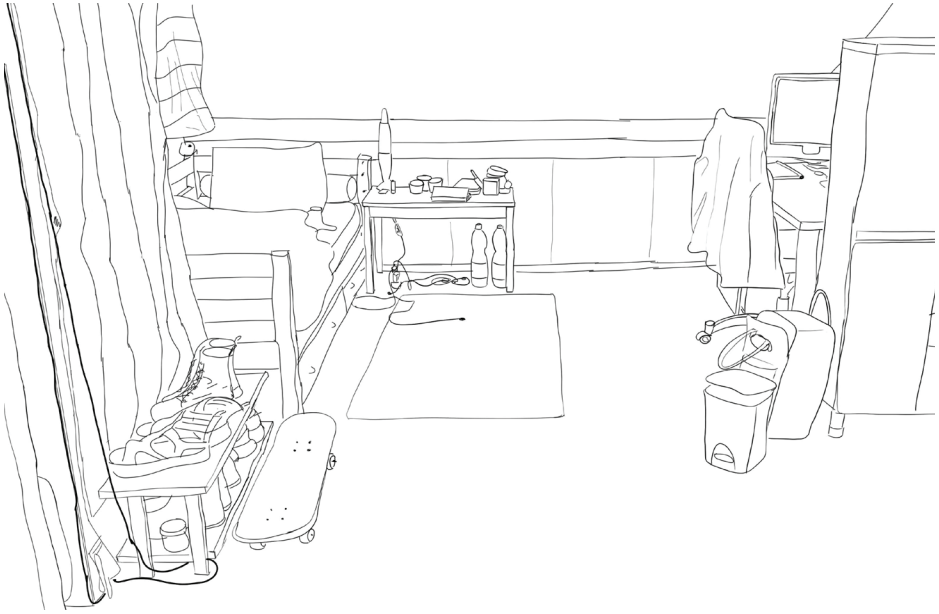

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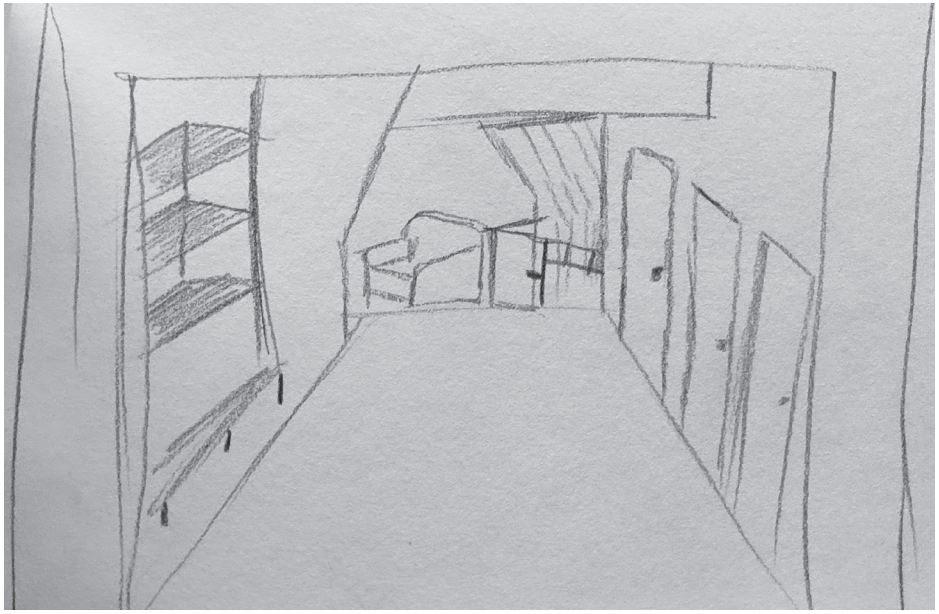

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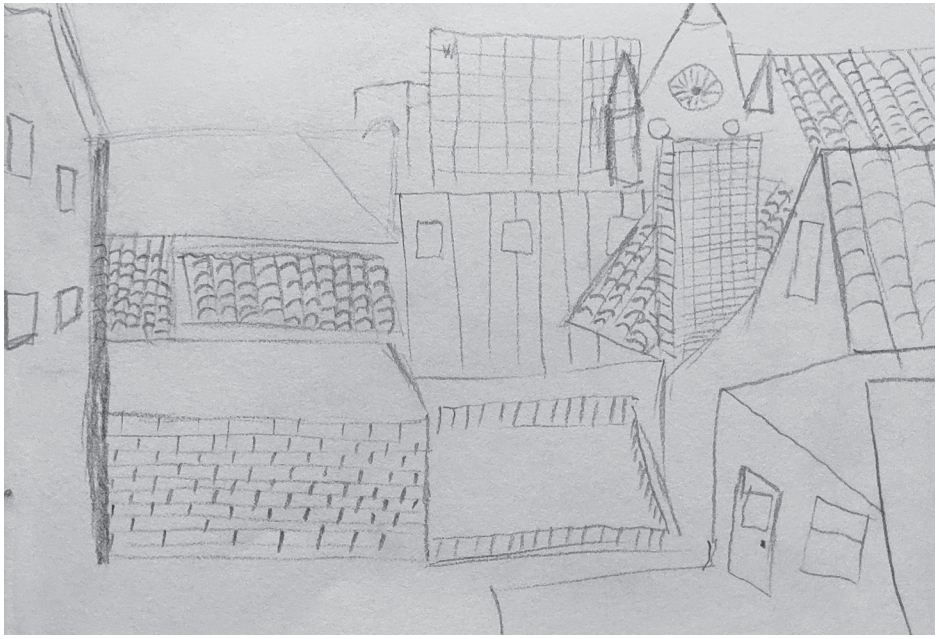
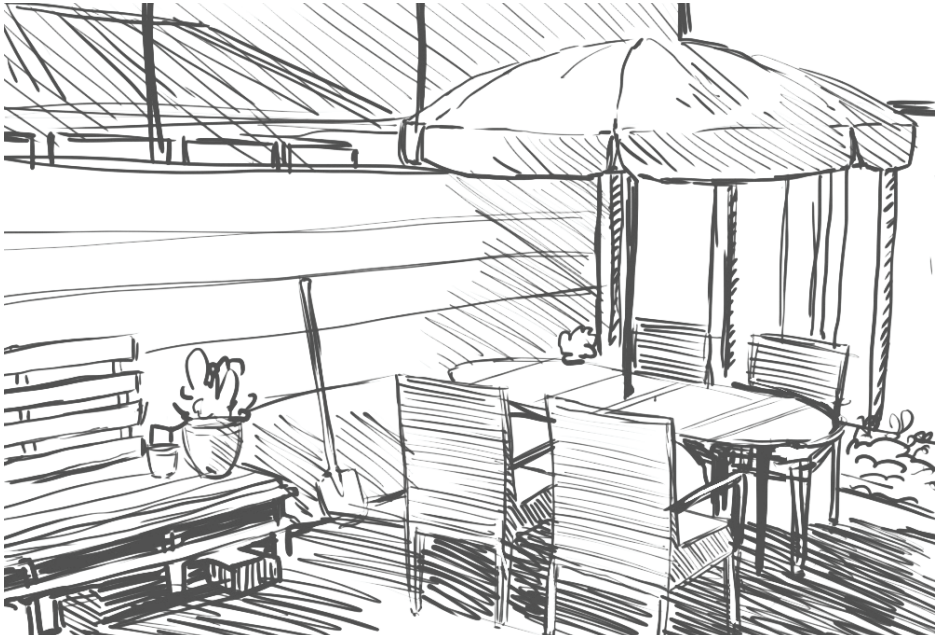
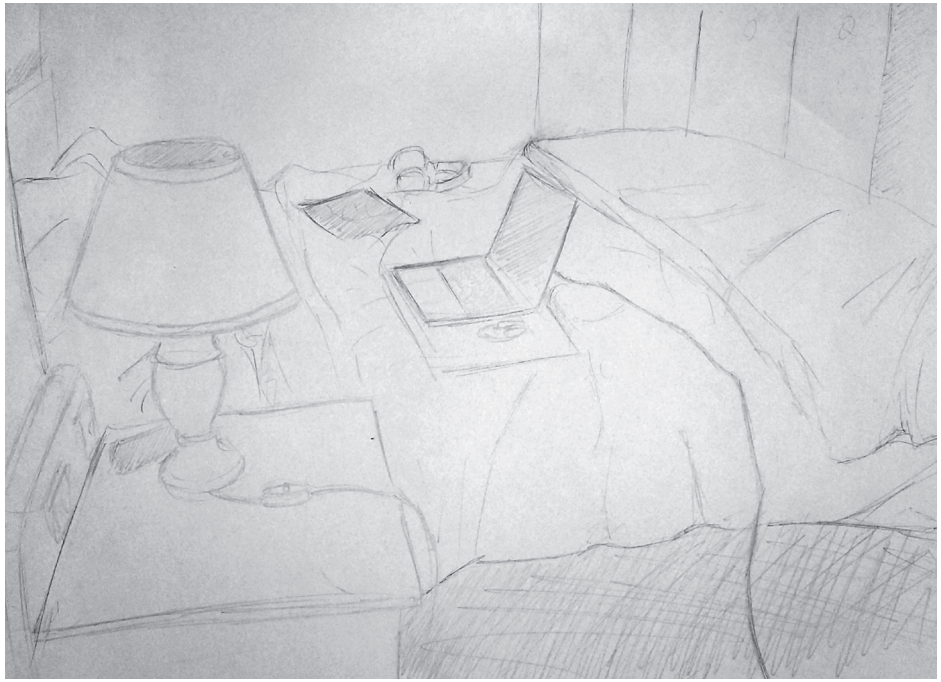
Elina Todorova

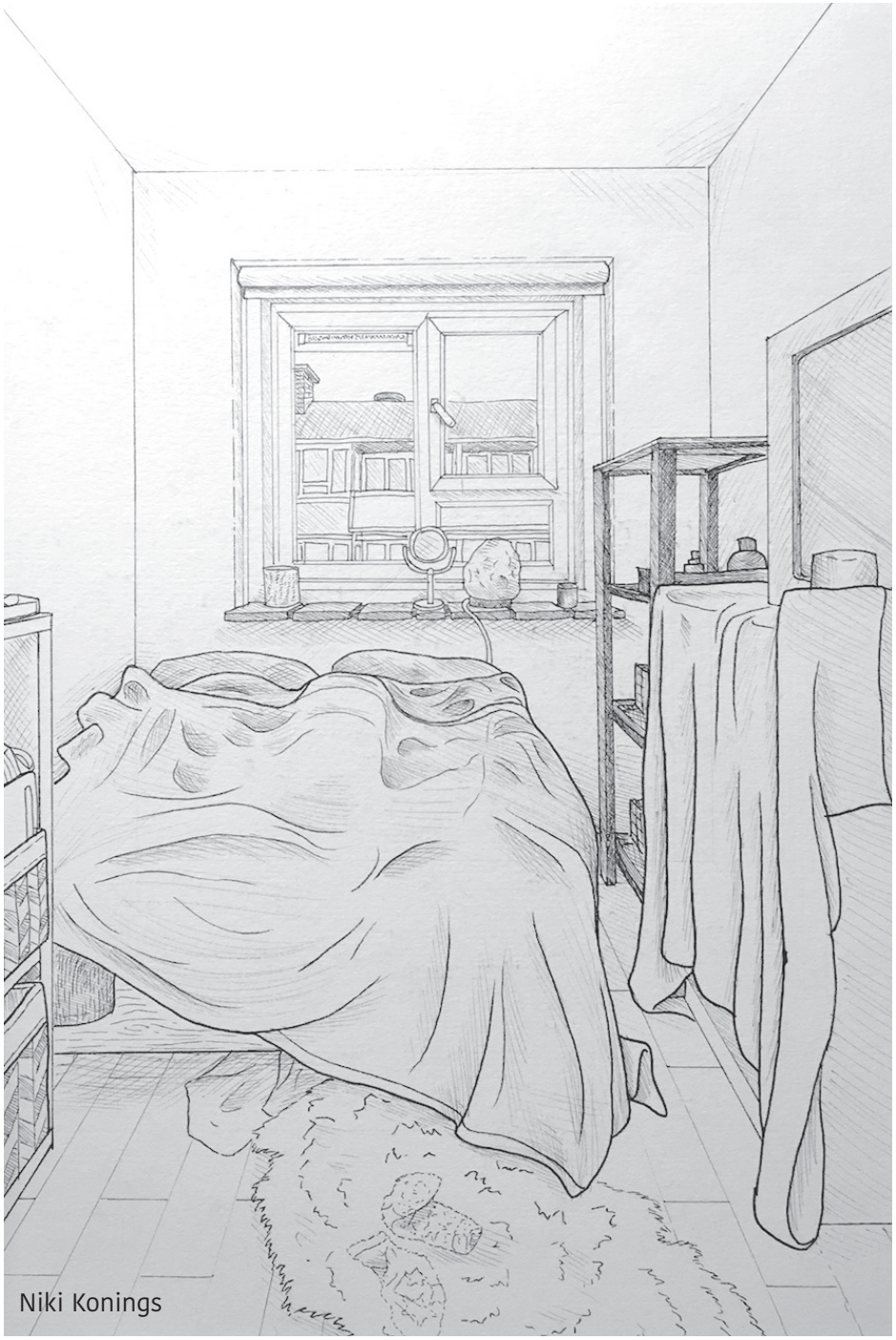






Felix Schmidt

Phu Tran



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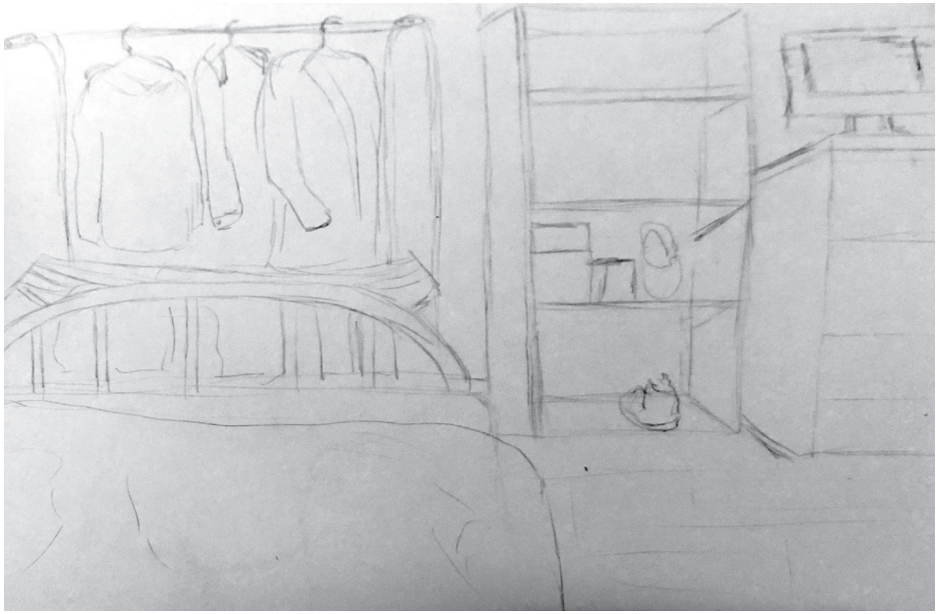

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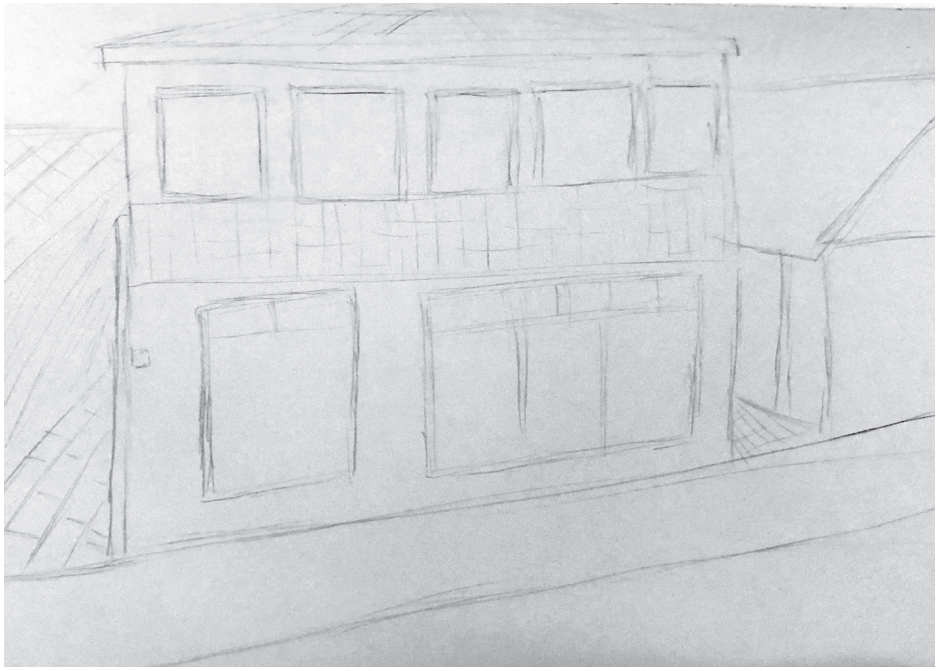

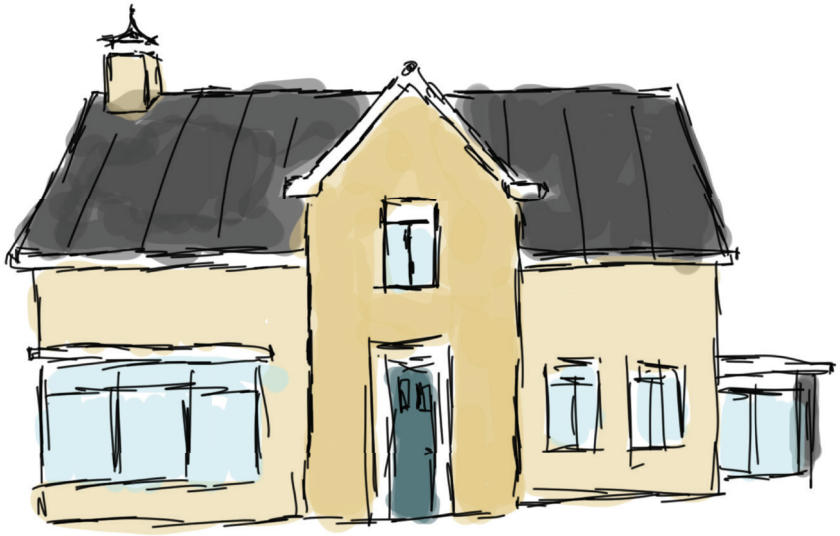

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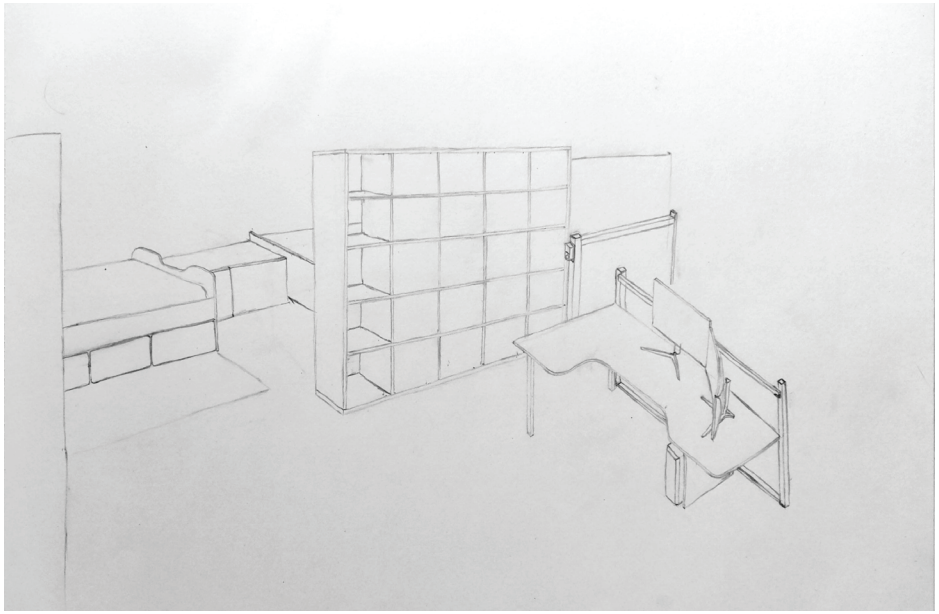
Veronika Matskovska

Shera van Hoven



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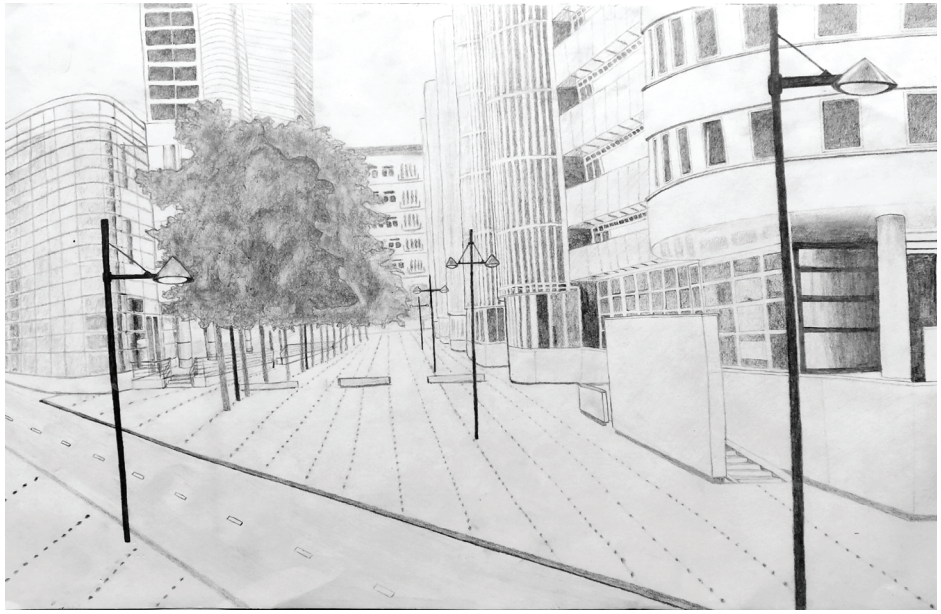

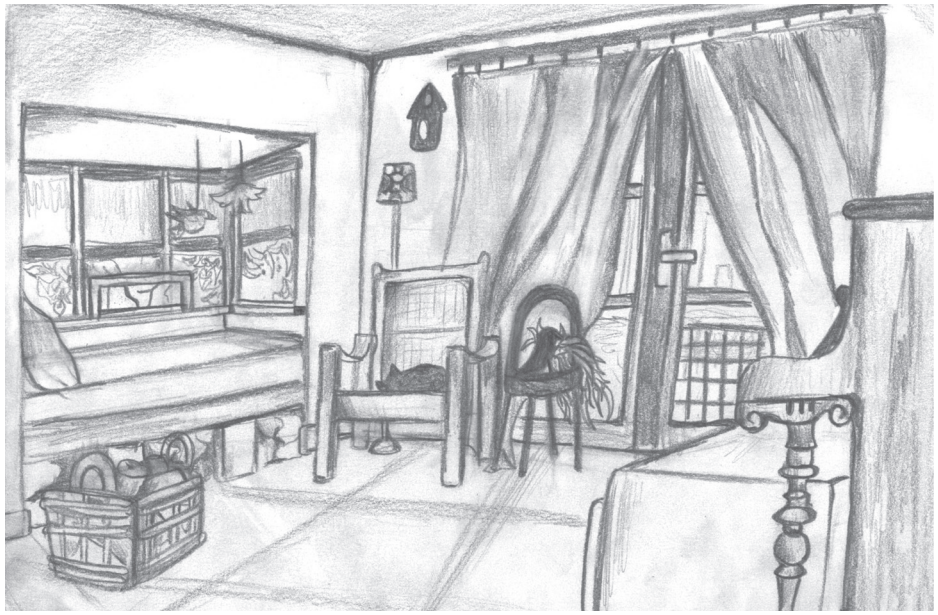

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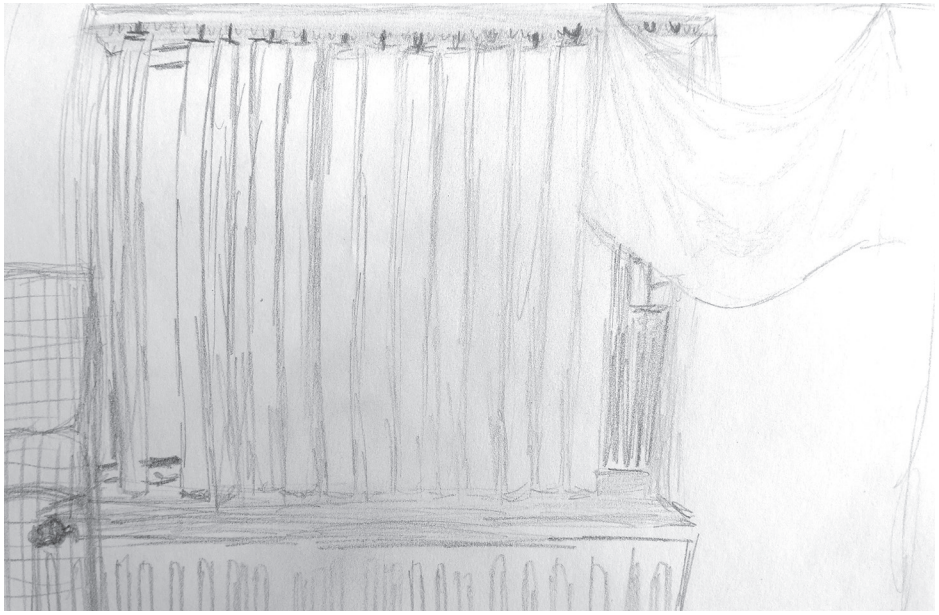

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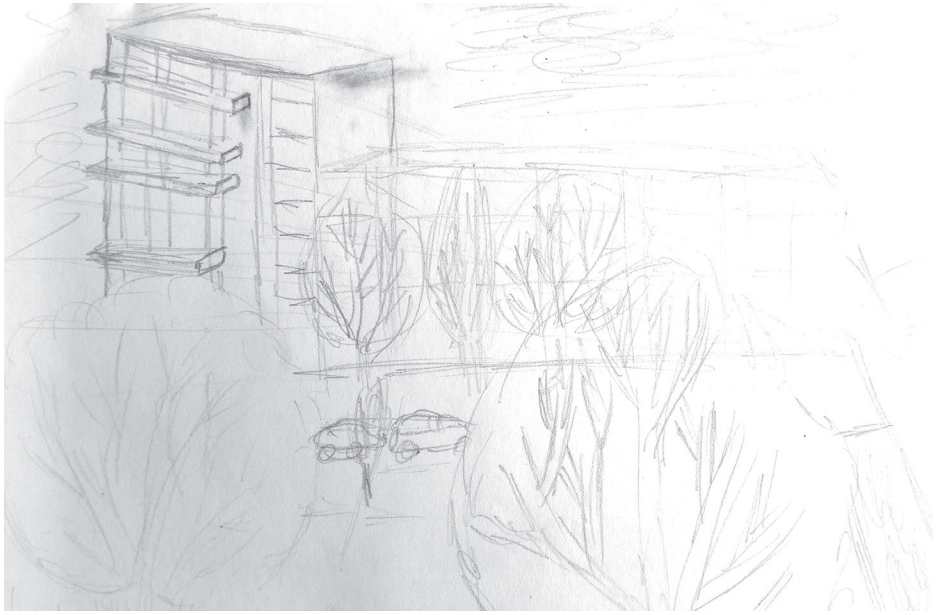

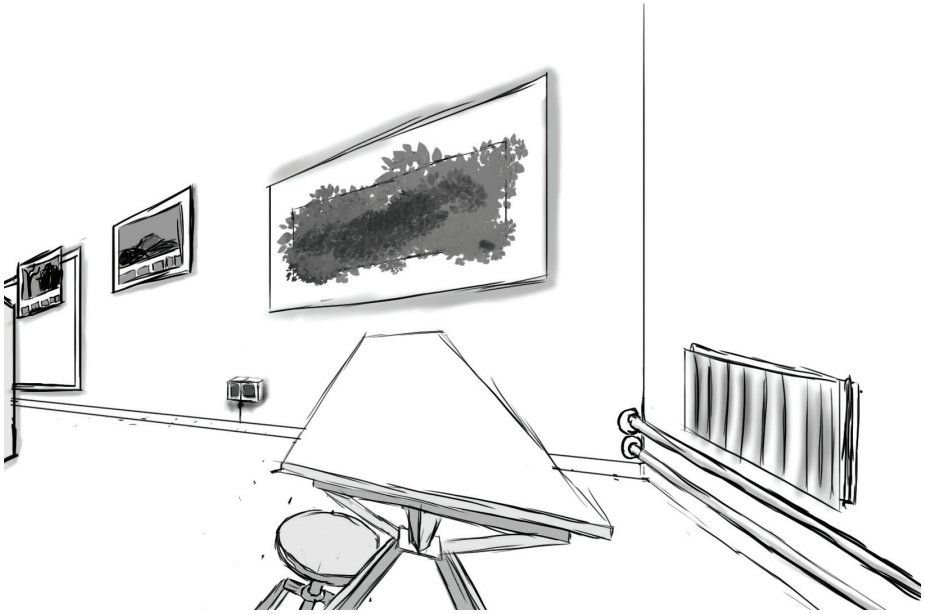

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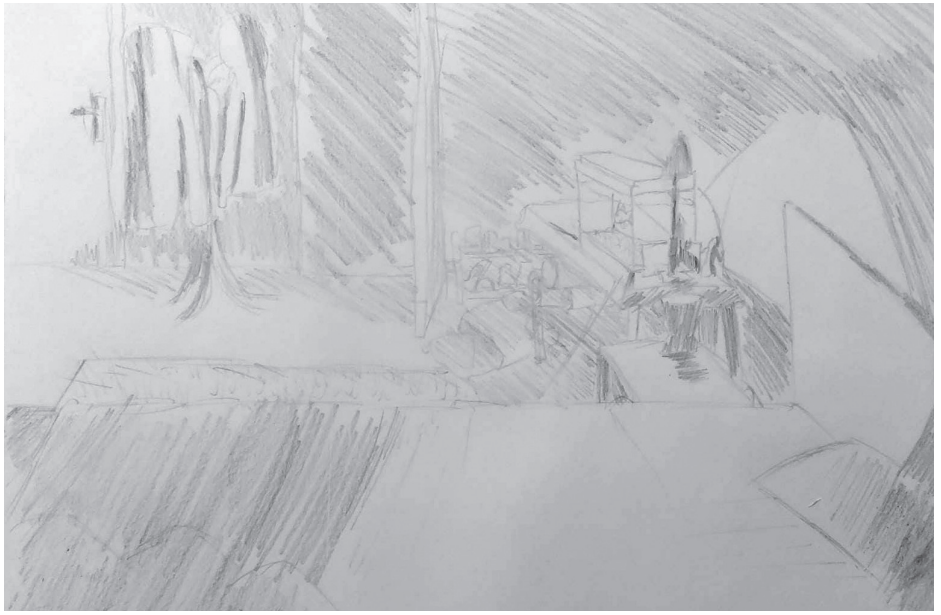

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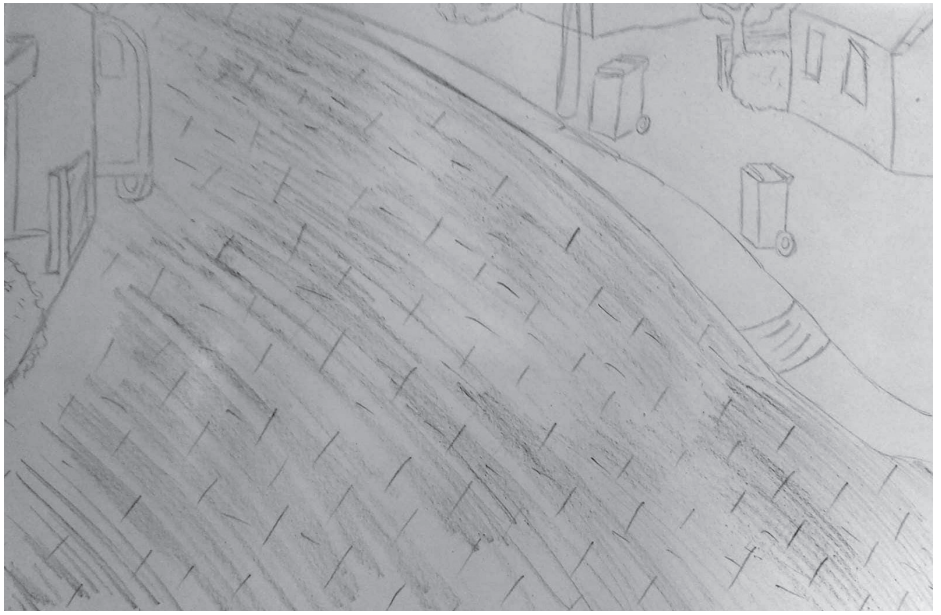

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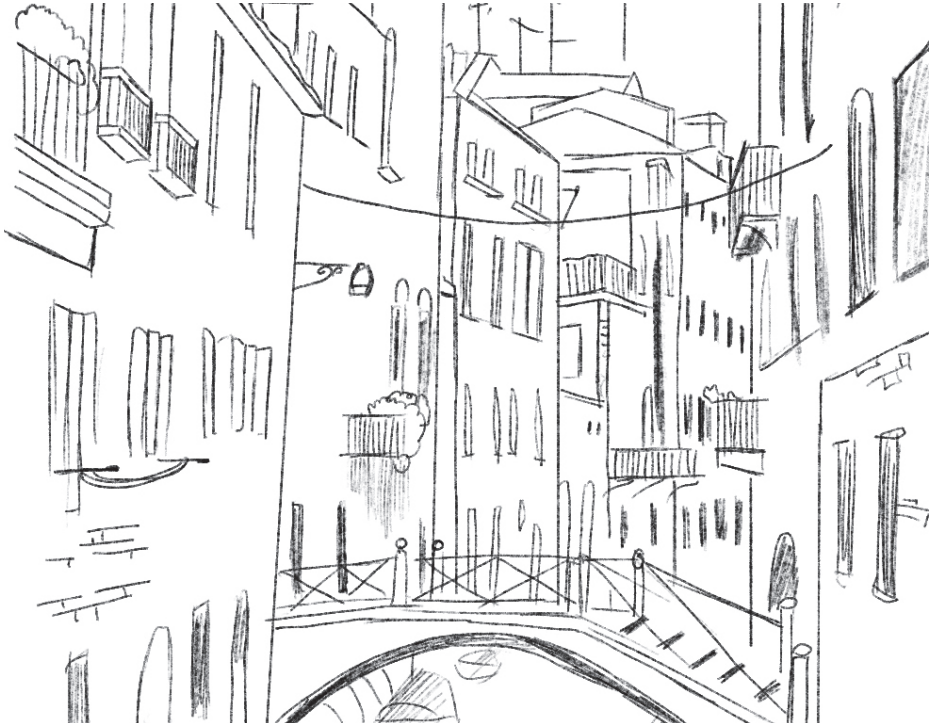

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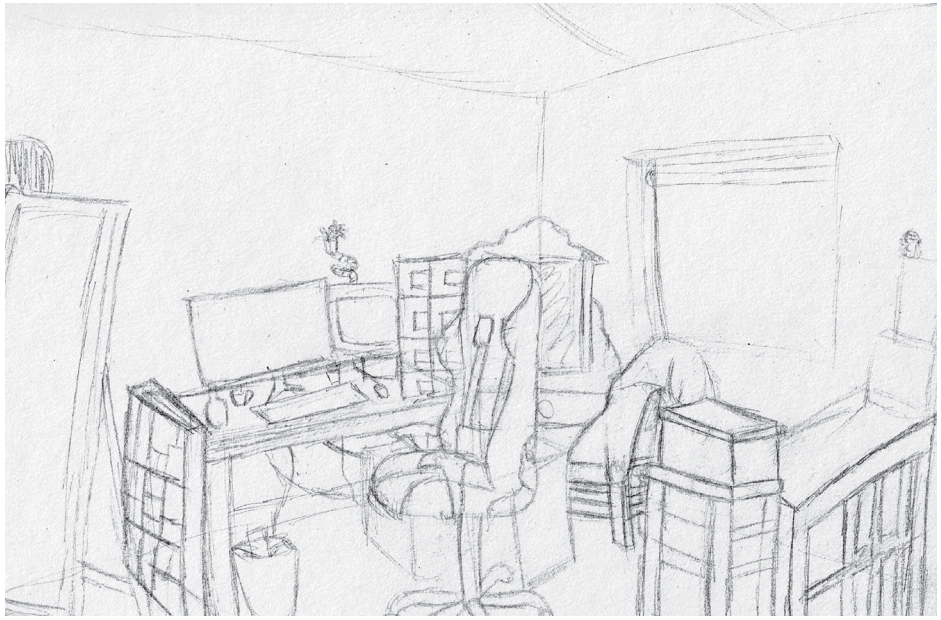

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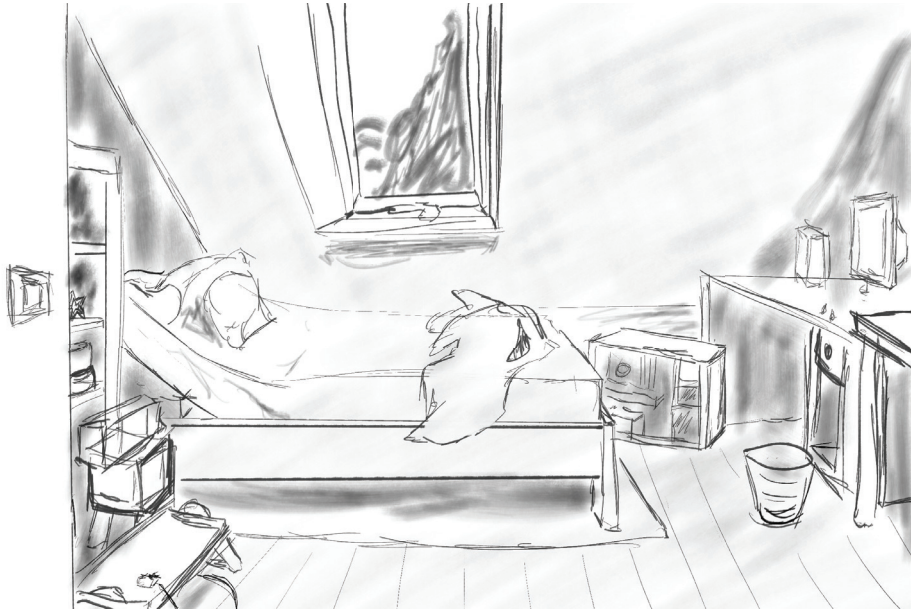

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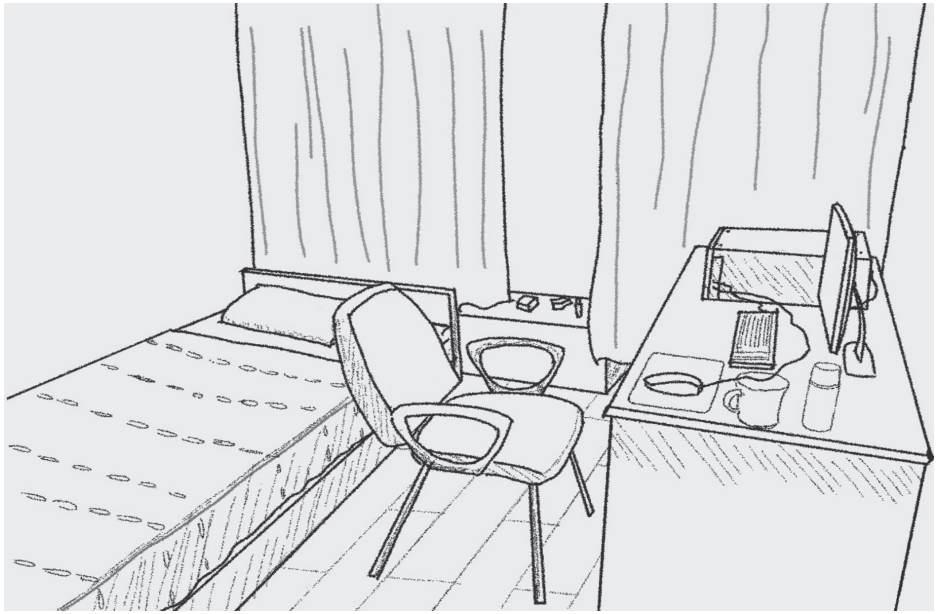

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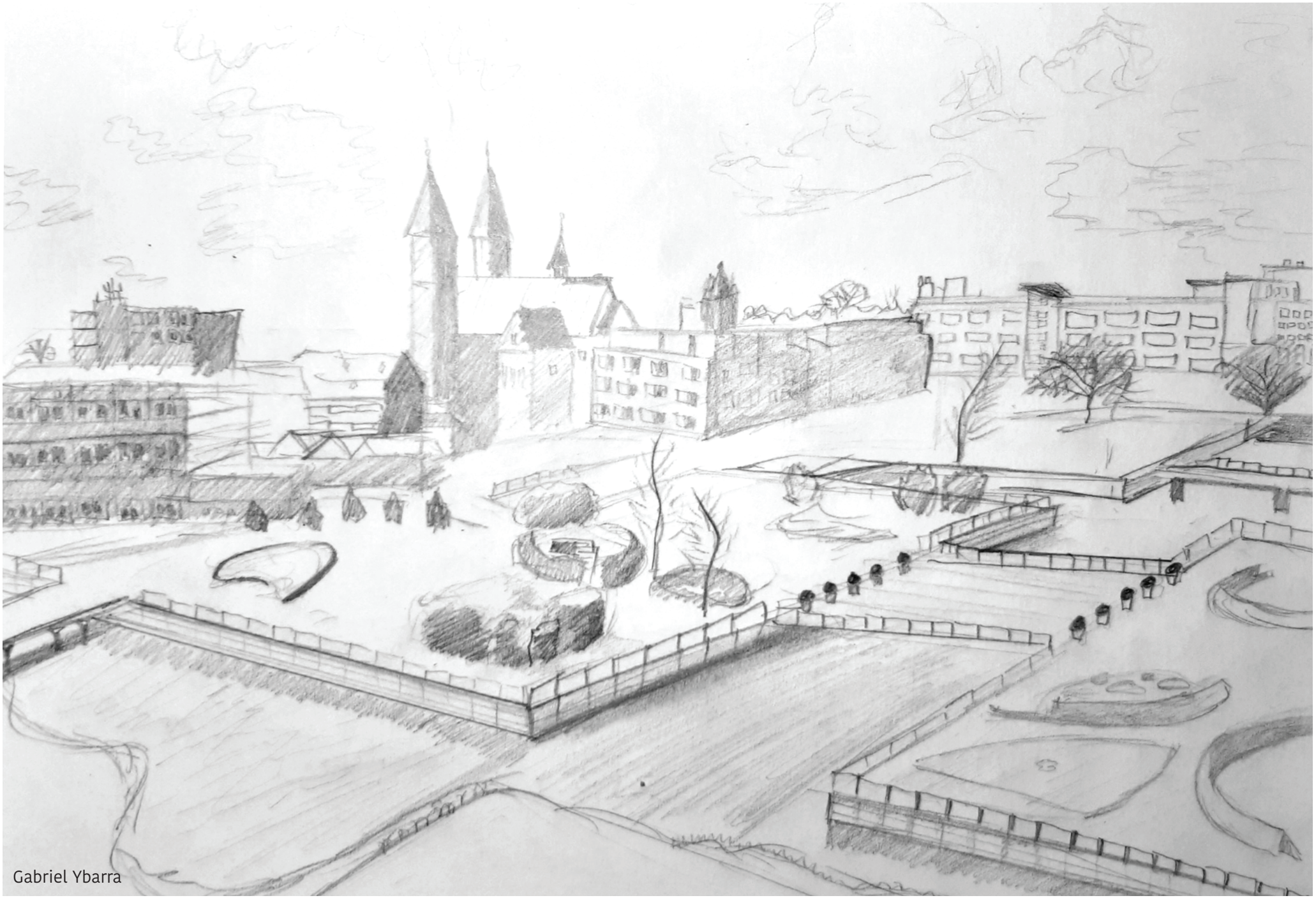

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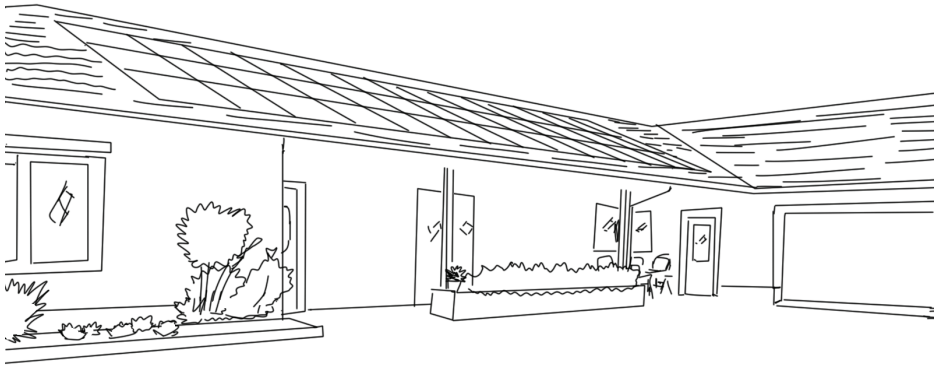

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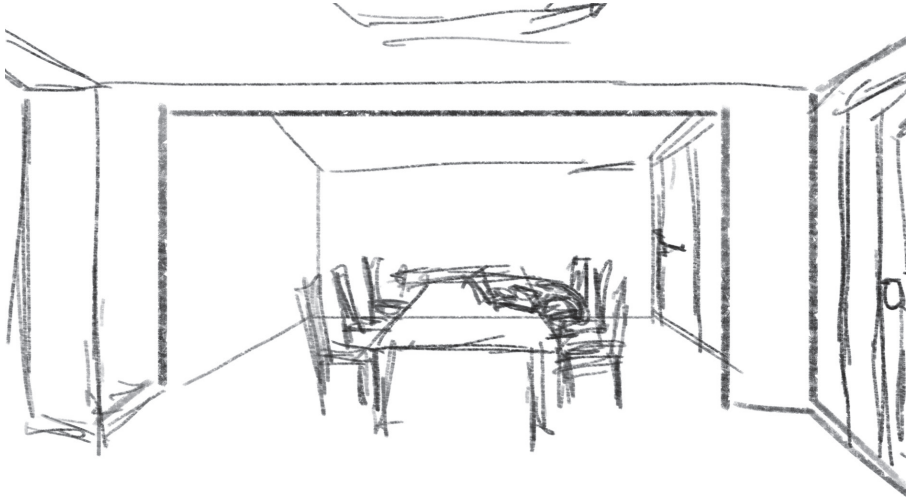

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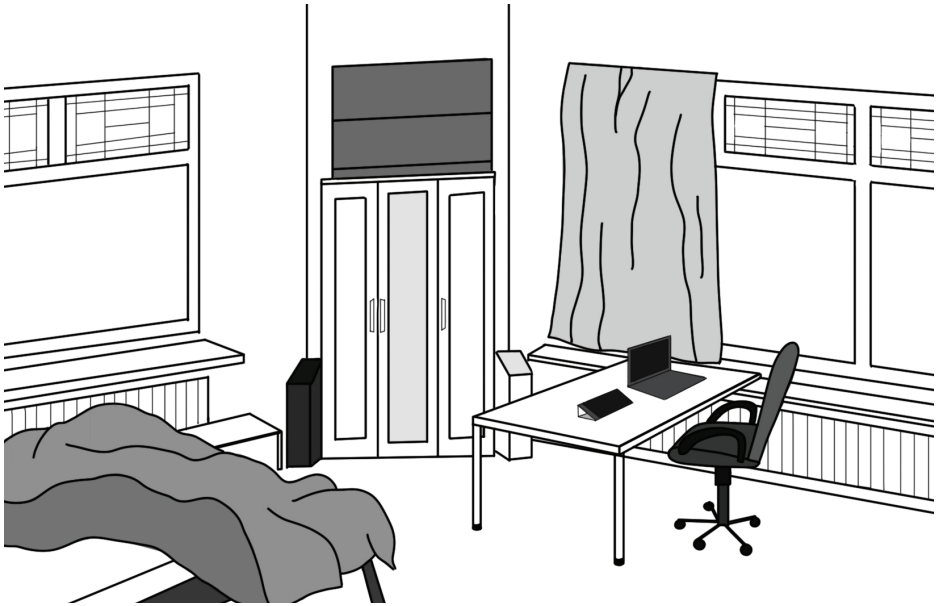

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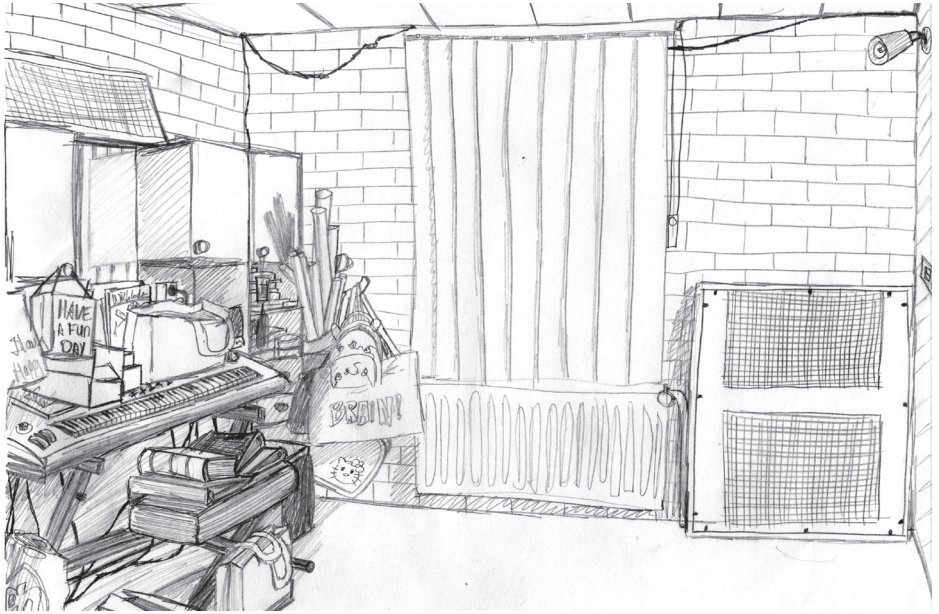

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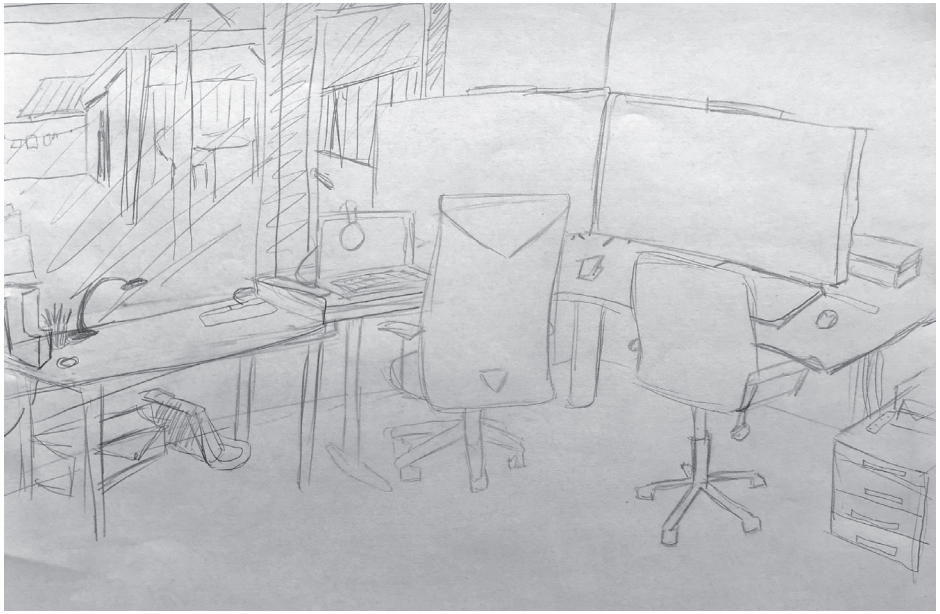

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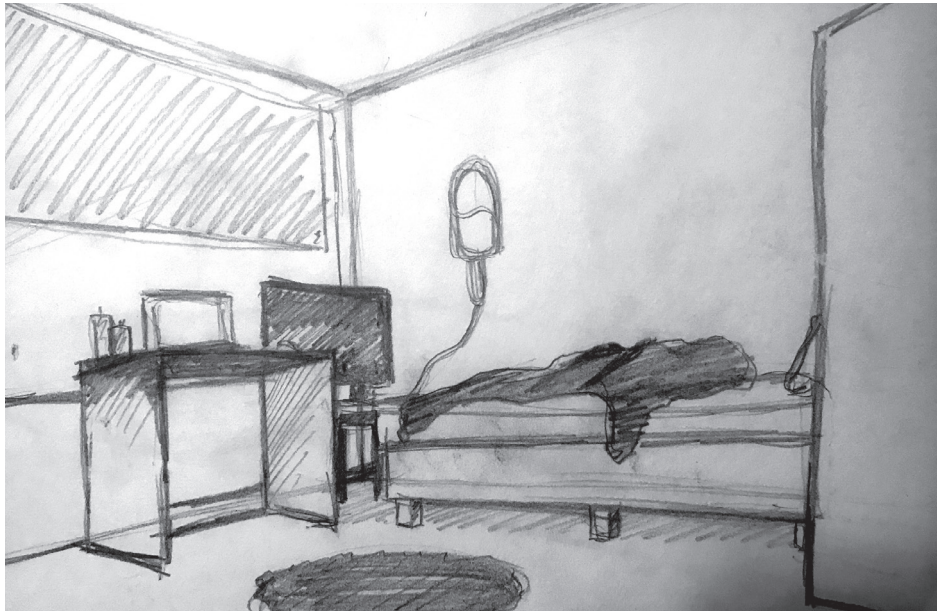

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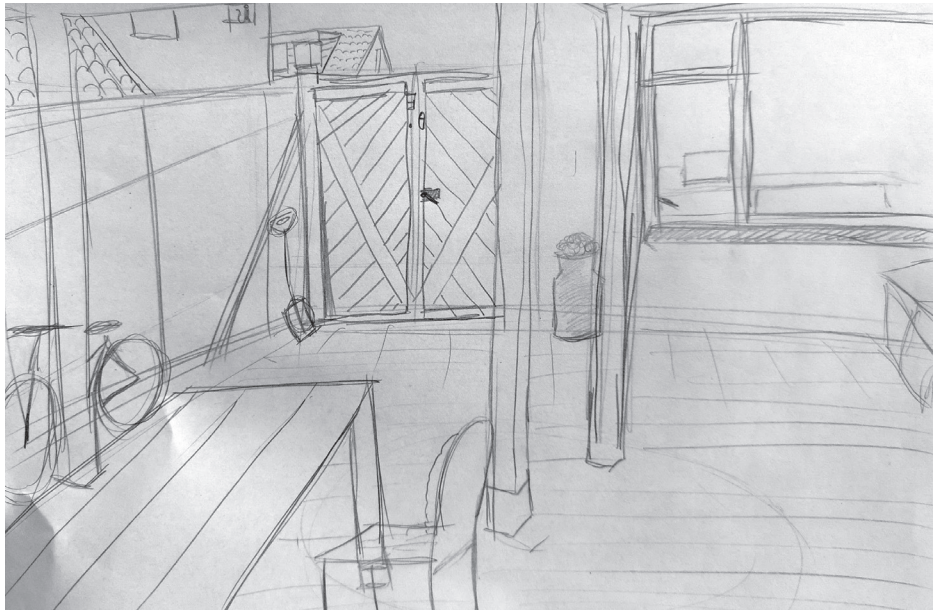

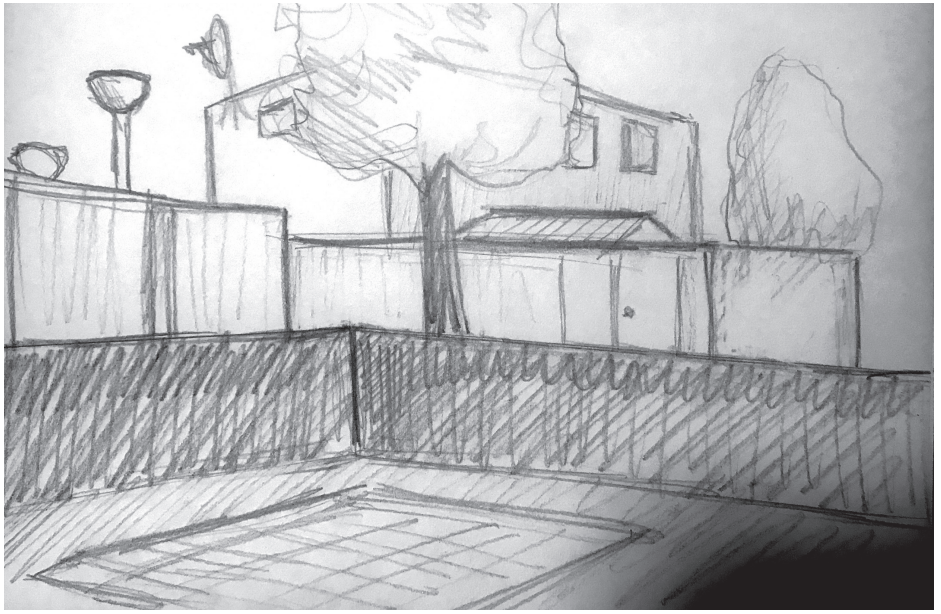

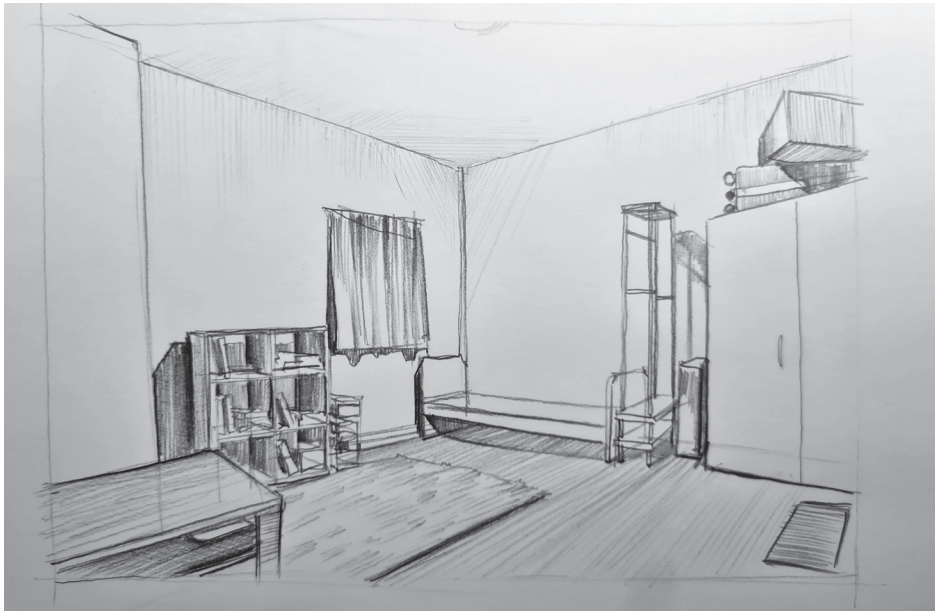

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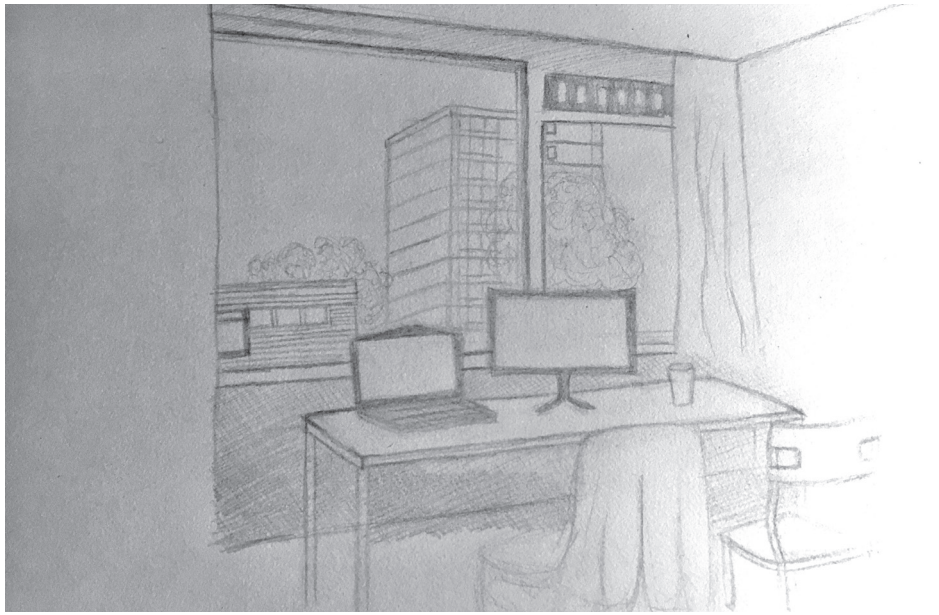

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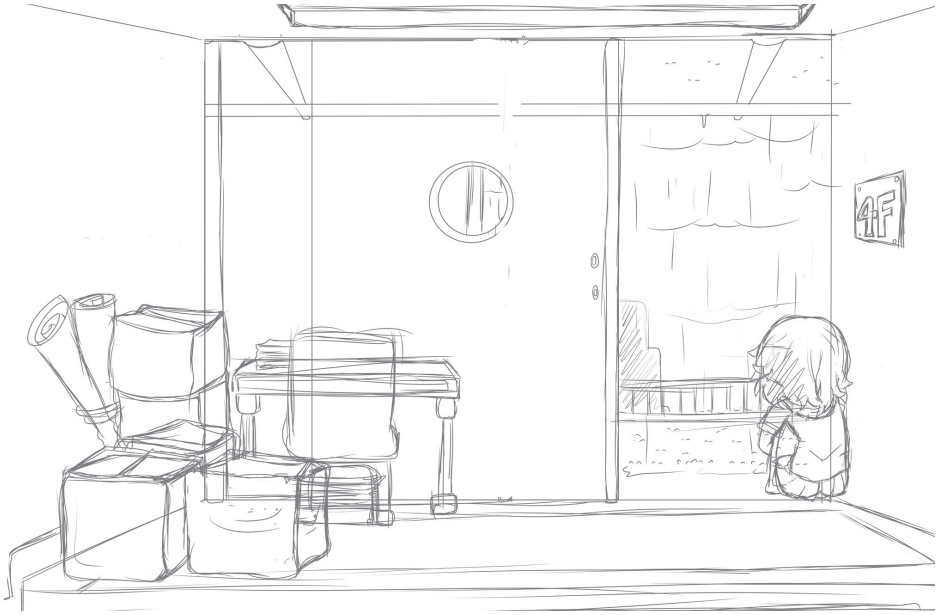

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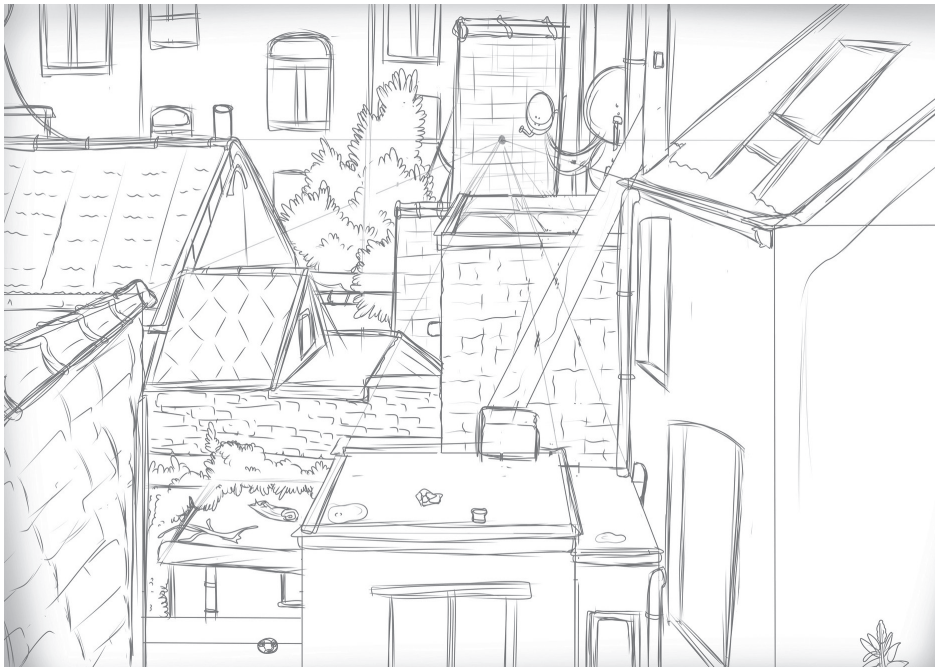

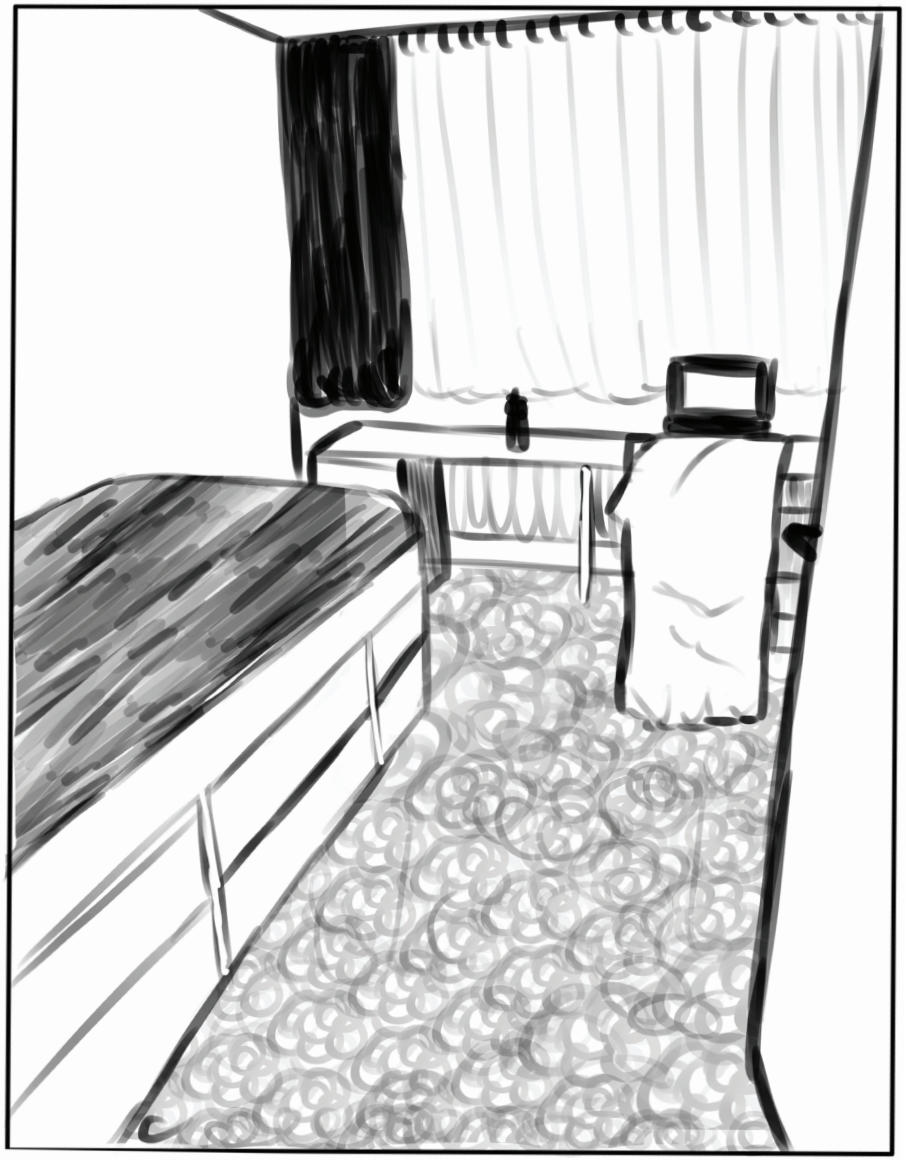

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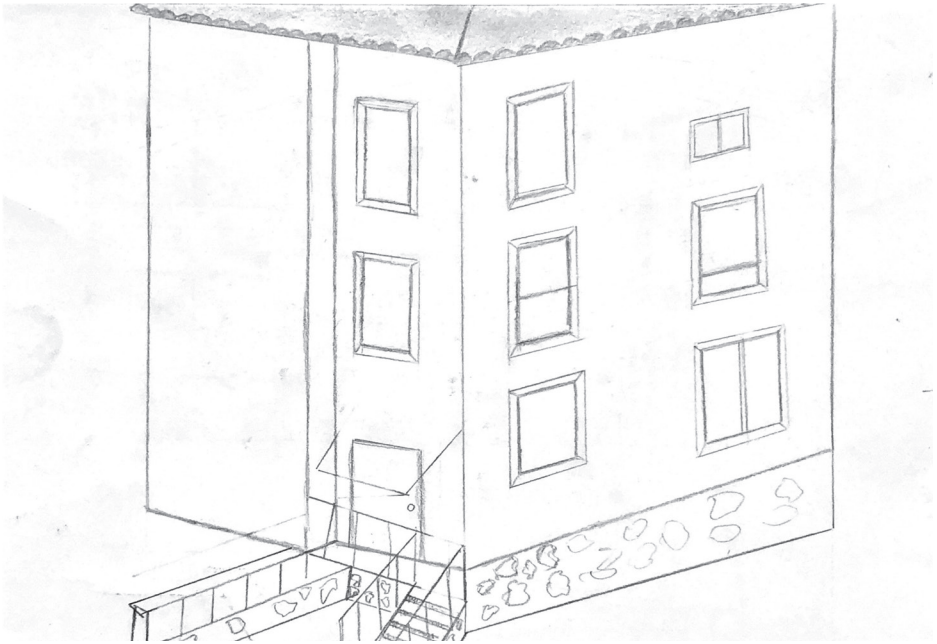

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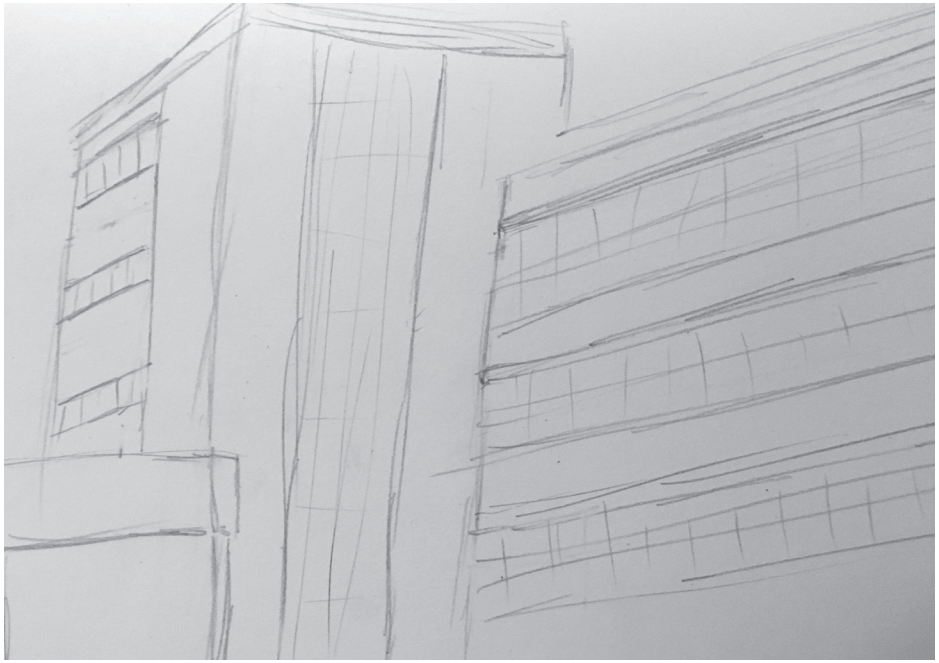

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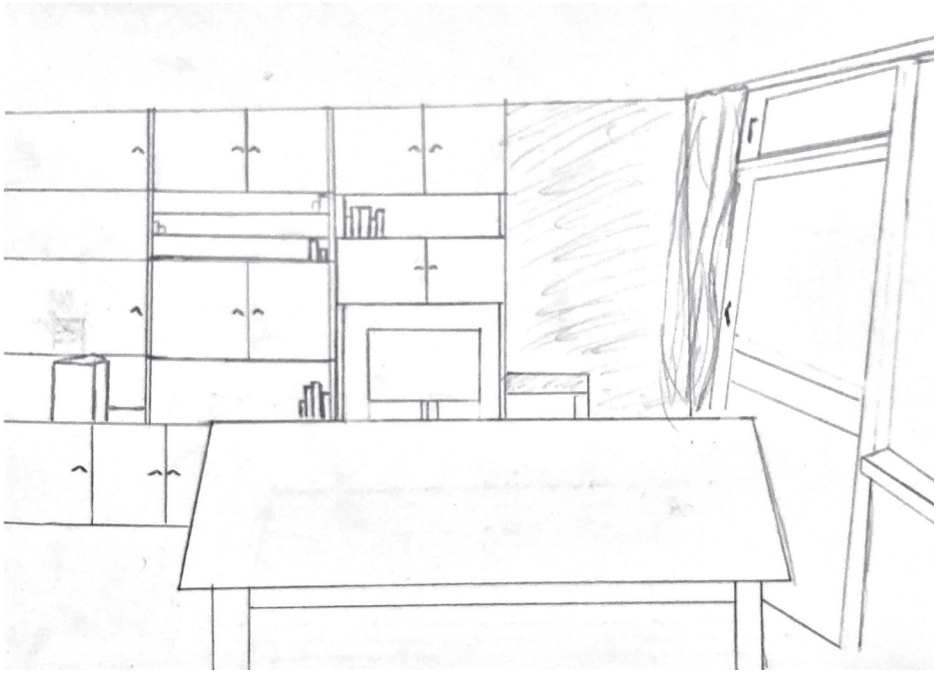

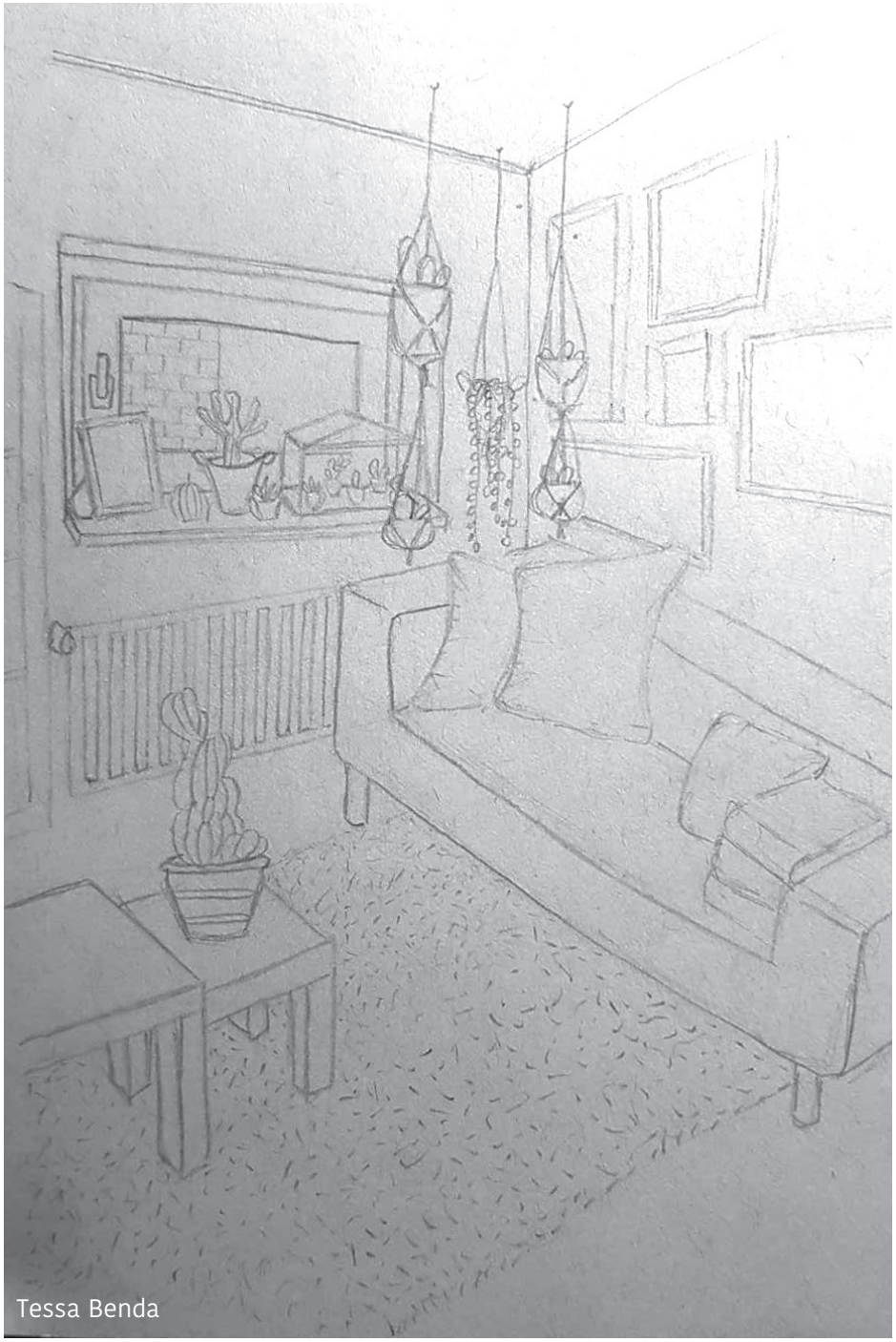

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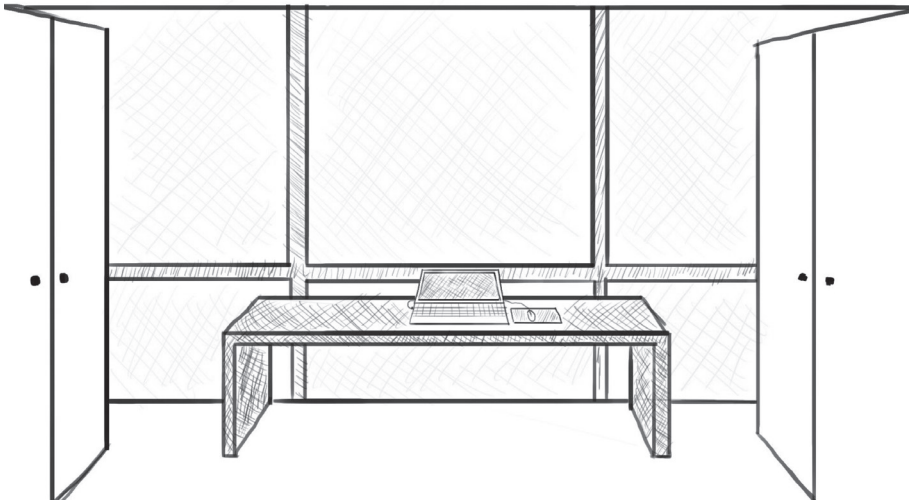

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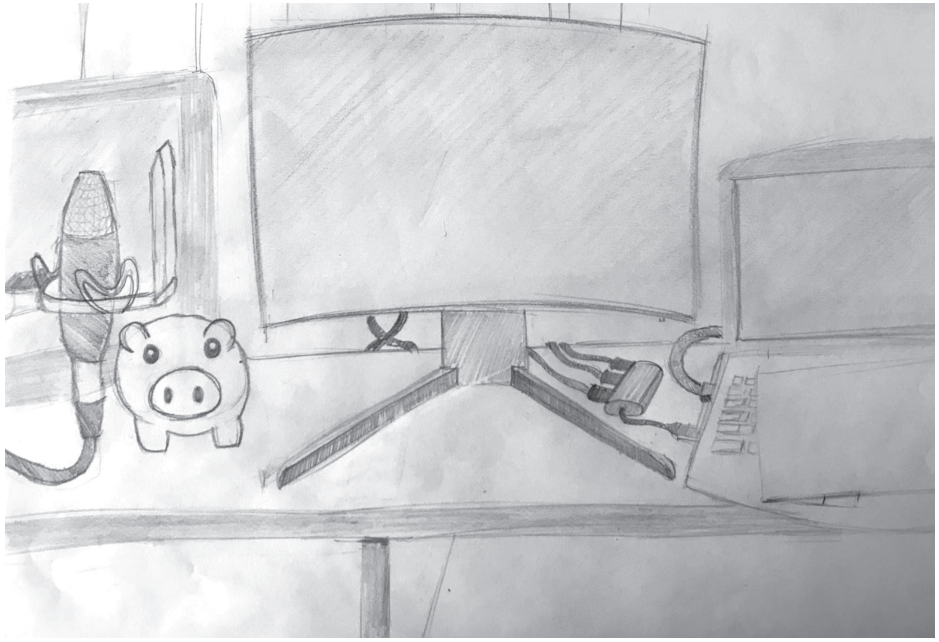

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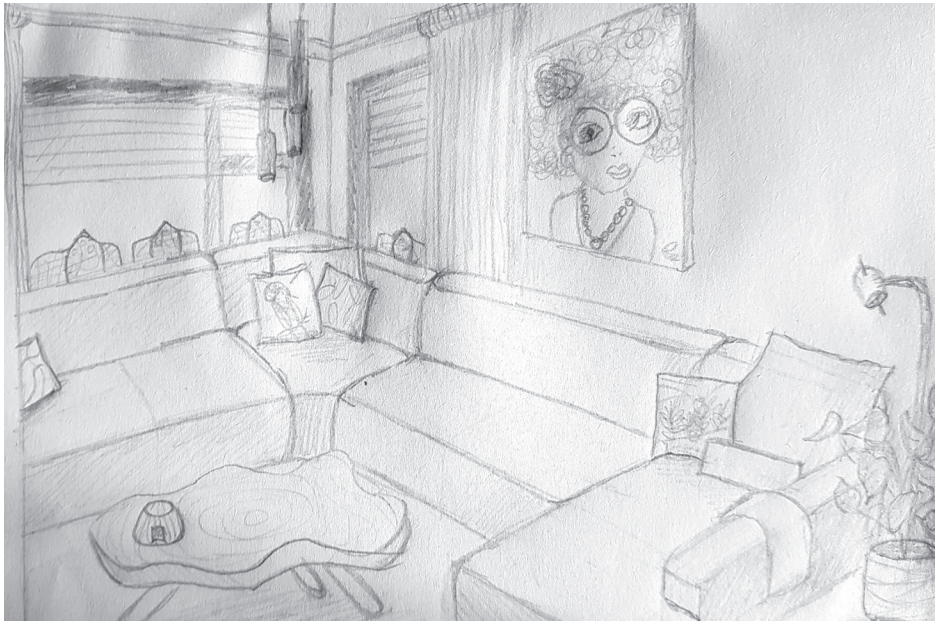

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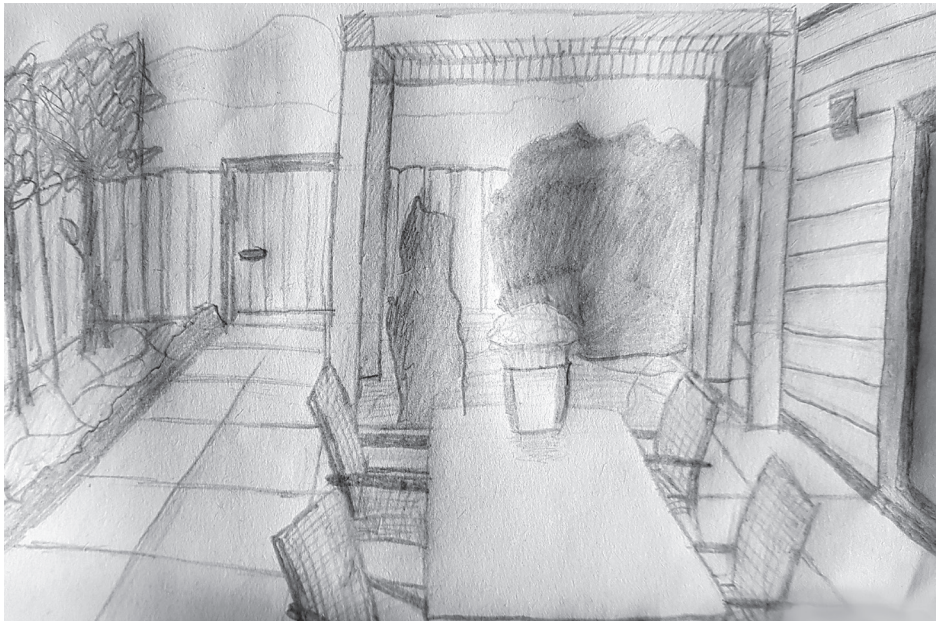

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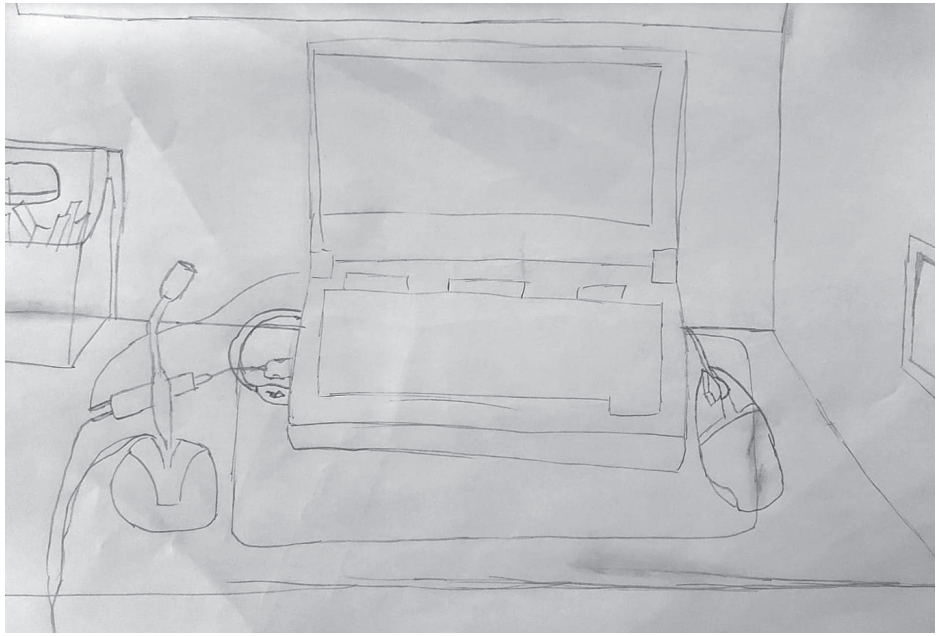
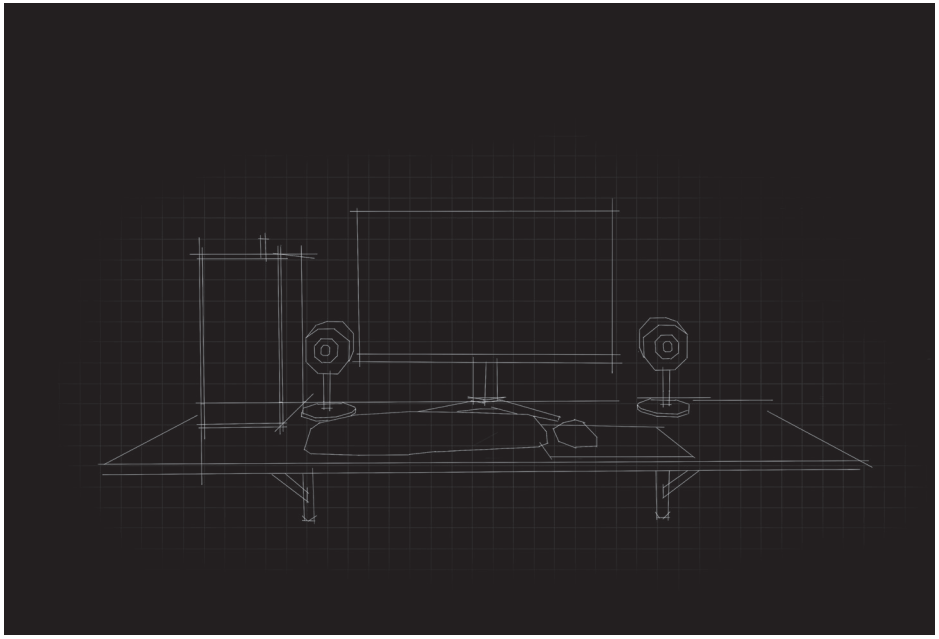
Joep Wijnands

Julia Schäfer

Maxim Ket





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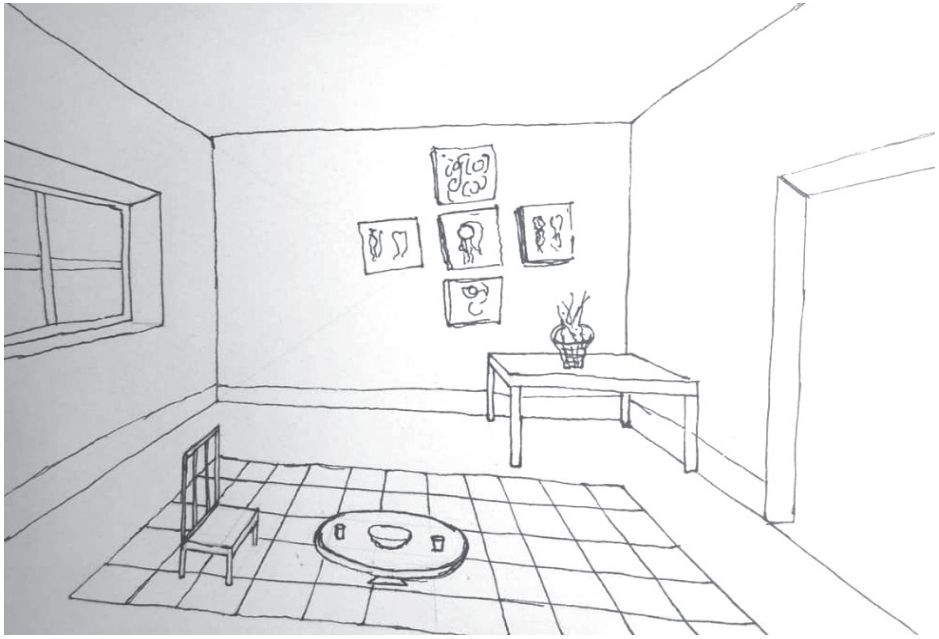

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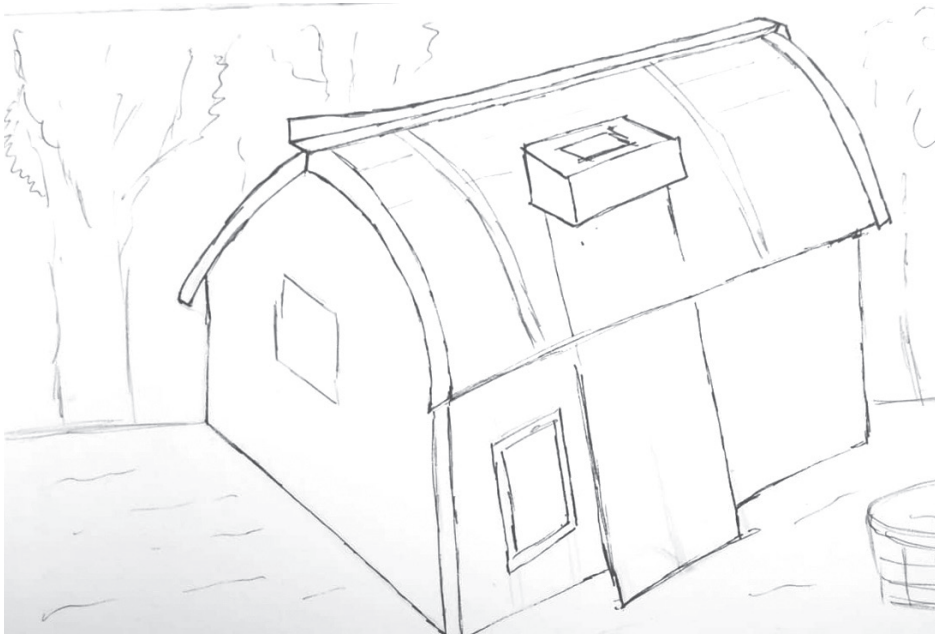
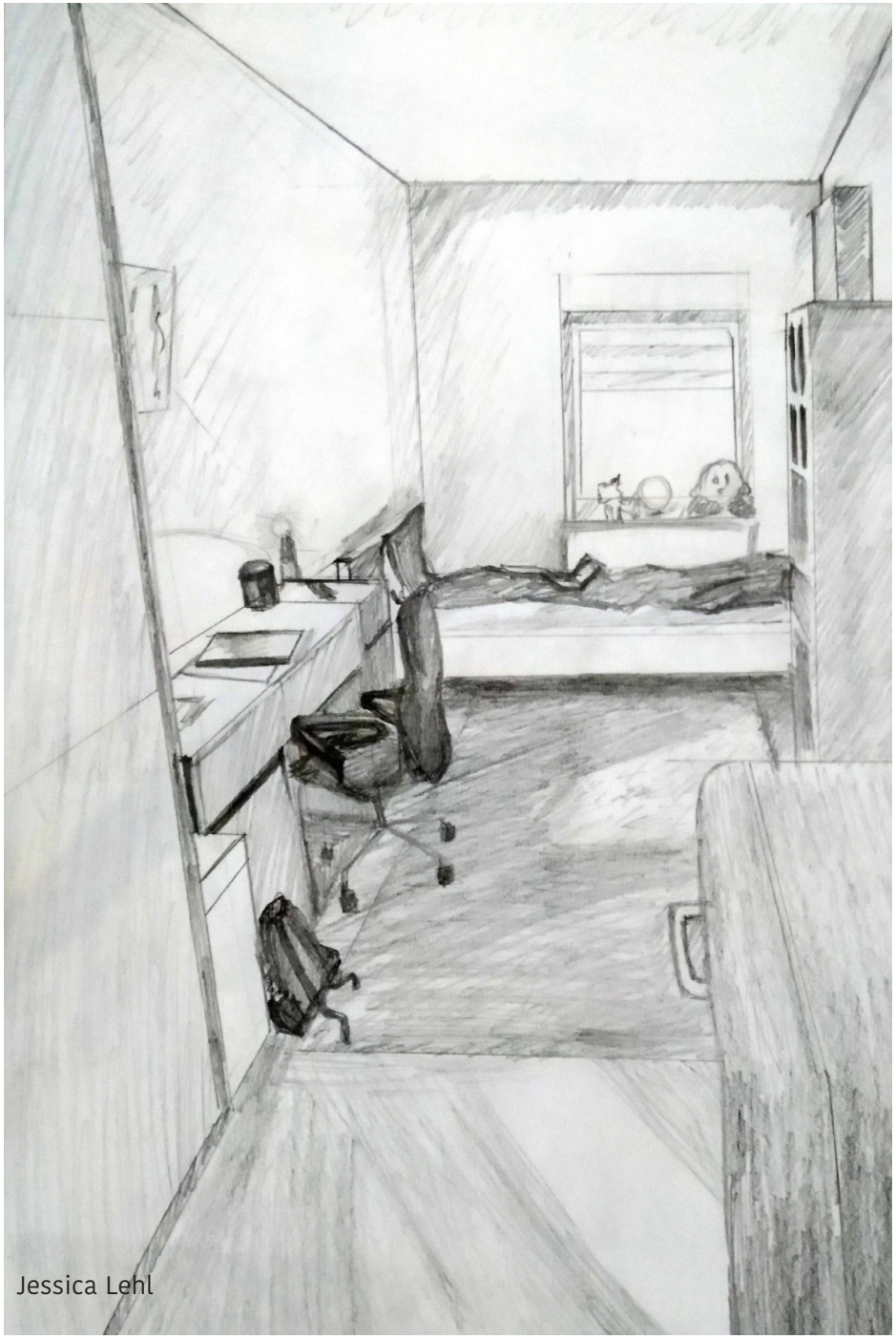




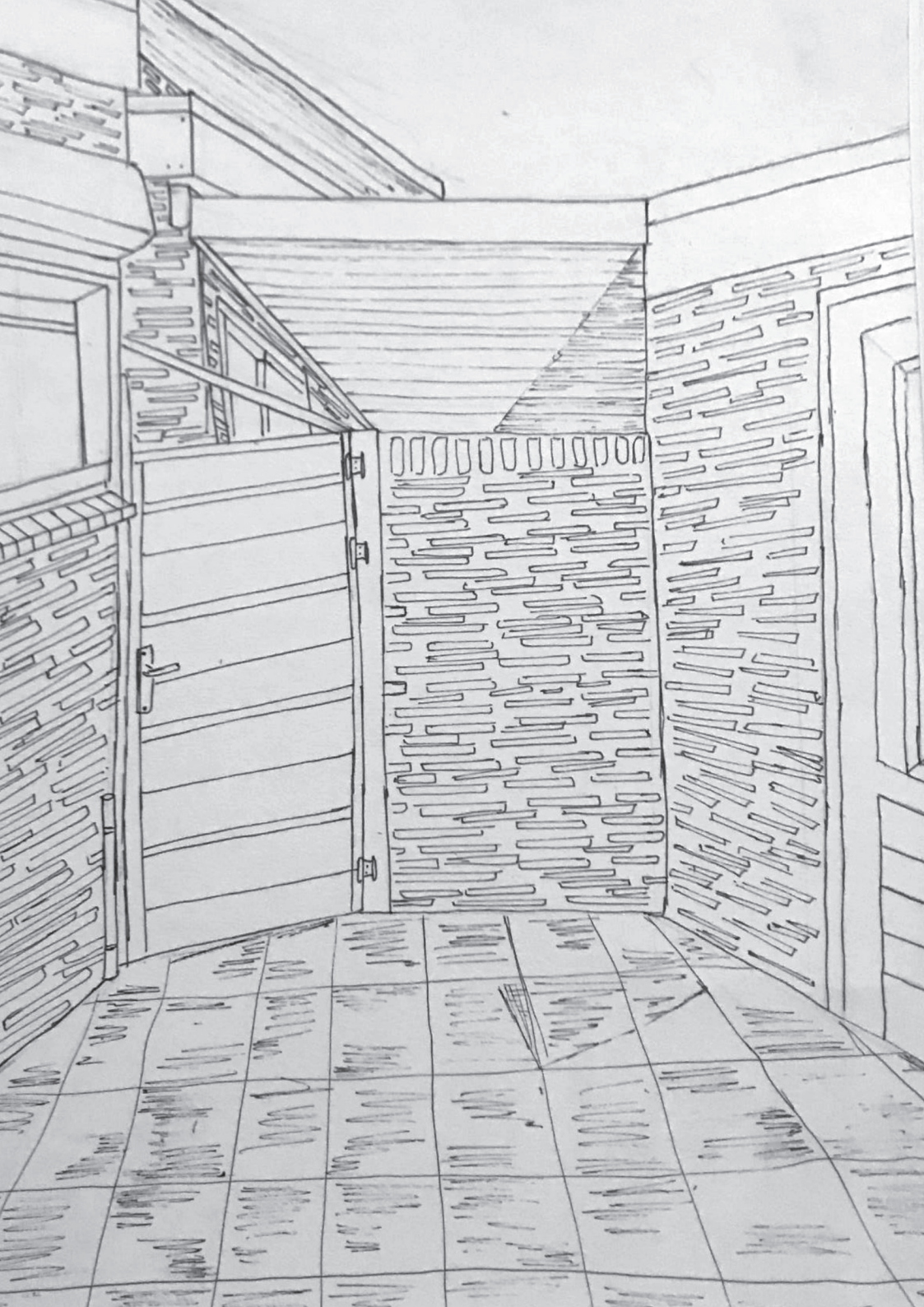
Jessica Lehl

Andreas Ioannou

Creative Media and Game Technologies

As the name indicates, CMGT will teach you everything you want to know about creative media and game technologies. In the first year you can experiment with different roles and choose the one that is best suited for you. Depending on your preference you will either move in the direction of interactive media in general or specialize in games.

The Urban Sketching workshop is an elective workshop in the second-year module Personal Portfolio. The class is open to students from different backgrounds (art, design and engineering).

https://www.saxion.edu/programmes/bachelor/creative-media-and-game-technologies

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