



## Rang Badlav Ke Artist Guidelines

### **Thank you for signing up for Rang Badlav Ke as an artist!**

We would like some cohesiveness in the artwork on the walls of Sanjay Camp. We have listed a few broad themes for you to pick from:

- Joys of Childhood  
Depict the perks of being a child in a vibrant, positive and happy manner. Your artwork should reflect the lightness and playfulness associated with the carefree behaviour of children, elevating the mood of the surrounding and creating a cheerful vibe.
- A Child's Dreams  
Innocent dreams of children like flying in the sky or gliding on the surface of the moon, illustrated using fun elements and bright colours.
- Nature  
Your artwork can incorporate vibrant scenes of nature to evoke peace and relaxation in the community.
- India  
Our country is rich with beautiful monuments, fascinating history and colorful culture. Your artwork can take the Sanjay Camp residents on a tour of India.

You can also use these words to inspire your artwork: happiness, imagination, inspire, dream, fun, community togetherness, celebration.

### Colours

Use a maximum of 5 colours in a single artwork. Choose colours that harmonise well together. Stay away from dark tones especially black (instead use blue or grey for outlines) and ideally, stick to bright primary and pastel colours.

### Don'ts

- Stay away from (existing) cartoon characters, religious figures and movie stars. Something original is encouraged and will be appreciated.
- Stay away from preachy/social messages and instead focus on inspirational, happy visuals.

### Plan ahead:

- Spontaneity is good but do have a sketch in mind when you start, plan how the community can participate without making the artwork look chaotic.
- You can also create abstract visuals.
- Feel free to send your sketches to our professional artist team ([ghimirayabhimanyu@gmail.com](mailto:ghimirayabhimanyu@gmail.com) or [th.mansi@gmail.com](mailto:th.mansi@gmail.com)) and they are happy to give quick feedback if you would like.
- Don't forget your detailing brushes!