2019

The Illustration Game

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THE ILLUSTRATION GAME
by Jaleen Grove

Help Jack and Jill up the hill of their illustration careers, 1959-2019

Watch out! The career path to the pot o' gold at the wishing well is full of graphic perils . . .

START — Each player starts with 50 points. Roll to advance. Add/subtract accordingly. Are you Jill? Wait 1 full turn to begin, unless you do children's books!

1959

1960

Live in Westport CT. Drink martinis daily +1

Work for Push Pin and badmouth Norman Rockwell +3

Lose commissions because of your minority identity -3

Spot illustration pays $100 +2

Studio closes and Saturday Evening Post folds -3

Escape iron curtain with yourcool Polish poster style +2

Art school subsidized by summer job +3

Drafted to Vietnam Miss 2 turns

Do psychedelic cover for friend's debut album. It goes to #1 +3

Draw naughty comix +1

1970

Tech pen clogs -1

Magazines prefer photography -3

Illustrate kid's book about a minority +1

RECESSION Miss a turn

Make limited edition offset prints on spec and lose studio space -2

Garner commissions despite your minority identity +1

Get MASSIVE following of 4000 subscribers for punk zine +1

Two years' work on kid's book nets Caldecott Medal & grocery money +2

Featured in American Illustration Annual +2

Ignore computer nerd recruiting for some struggling start-up called Pixar -3

Spot illustration pays $100 +1

RECESSION Miss a turn

1990

Graphic designers do your job with Photoshop -3

Win a Pulitzer for your graphic novel +3

Illustration hero dismisses your work because it's digital -1

Art dealer rejects your work as too illustrative -1

It's not easier, but at least it's OK to have a family now. You don't have to be a closet mother anymore. LINDA HINRICHS 1994

Still no computer? Go back 10 paces

Stock merchants have begun to prey on entry-level artists

Sell rights to stock art company Miss a turn

Move to LA and go lowbrow +1

BRUCE WANDS 2000

STEVEN HELLER 2000

DUGALD STERMER 2000

2000

Learn Flash +2

Dot-bomb and 9-11 -2

Rockwell retrospective at Guggenheim +2

Mouse ball clogs -1

Still no website? Go back 5 paces

Game company studio never wants you to go home. Ever. -1

Fine art dealer digs your "post-illustration" style +2

Pirated by a designer label -3

Get fax machine +2

Sell graffiti art in Manhattan gallery +2

1980

Airbrush clogs -1

Attend The Illustrators Workshop +2

New copyright law +2

Go to RCA and become radical +2

Paint abstracts and call it 'real art' FORFEIT GAME

Drawing superhero comics while female +1 or -1? Your opponent decides

Cintiq driver corrupts -1

RECESSION Miss a turn

Not covering expenses tabling but at least the potholders sold out -1

YouTube animatic of manga mashup goes viral +2

Develop for VR +3

Garner commissions because of your minority identity +2

#MeToo Roll a 6 to win lawsuit, or tumble back to 1959

Spot illustration pays $100 -1

Get MASSIVE following of 800,000 on Instagram and get paid to demo pens +3

Newspaper fires you for controversial editorial cartoon -2

2010

Draw Arab Spring on location and make a difference +2

BfA costs $200,000 -3

Projects which are out in public spaces seem to go on appearing. I was invited to illustrate a bus. The Book Bus travels around Zambia . . . QUENTIN BLAKE 2007

FINISH FIRST? +5!
Wait for other player to catch up. High score wins.

Some quotes have been slightly amended for space but are mainly in the speaker's own words. For full sources and further reading see www.jaleengrove.com