

## Introduction

### **The Need for a Handbook**

Most art models have no training. They just wing it. They learn through trial and error. A few cities have a models guild to assist new models, but most areas do not.

A credible handbook would be helpful for new models as well as for the community of art schools and artists who hire them. So, I wrote this book based on my experience as an art model; interviews with artists, models, and art school management; as well as secondary research from books and websites. There is some good information on the Internet, but also a lot of nonsense, and it is very time consuming to separate the wheat from the chaff.

As my interviews progressed, another need surfaced: guidelines for inexperienced faculty and workshop leaders who work with art models. So, I added a chapter for faculty as well as several appendices, including sample policies.

I was introduced to the world of art modeling six years ago when I took a figure drawing class through a community adult education program. I learned a lot conceptually, but was frustrated with my lack of artistic talent. By attending the class, I became familiar with the role of the art model and developed an interest in modeling.

I have modeled for schools, art groups, professional artists, and photographers. It has been a rewarding experience. I am fascinated with how artists create. I enjoy being part of the process and seeing the results.

My goal is to distill my experiences and research into a coherent and useful guidebook. Of course trial and error will still be part of your creative experience, but this book will enable you to approach the task with greater awareness and professionalism.



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This pose is based on Rodin's The Thinker.