

Outline of an Artist's Guild

Consisting of 5 major divisions:

1. The master artist.

One who has mastered one or more aspects of artistic expression (i.e. Design, Painting, Sculpture, Graphics, Various forms of functional art, Weaving, Furniture Making, Architecture, Ceramics, etc).

2. Administrative, consisting of those functions necessary for a balanced flow between art and society. Applying for grants, gathering funds, receiving commissions, treasury, salaries, exhibitions, etc.

3. Apprenticeship—in Spiritual Art, aspirants would learn the basic foundation of the art they were drawn towards; i.e. if an aspirant was apprenticing as a muralist, he would learn wall and panel surfaces, how to prepare the surfaces, and use and understanding of the materials involved.

This would be the outer foundation; the inner foundation would be attunement to one's teacher or teachers, development of intuition, classes in breath, posture and dance.

4. Scheduled classes; study of nature, walks, history, symbology, etc.

5. **Art as Science**

The use and study of more natural dyes and colors would be encouraged, and especially the study of materials in nature which store Baraka.

In the realm of Architecture, designs and materials which endure for ages, should be employed.

The study of optics, the study of line, color, and form.

Art as Psychologist

The effect of art upon the eye, the mind and the heart.

Space

Studios, classrooms, meditation areas, storage areas.

Meetings

Weekly meetings between administration, artists and advanced apprentices.