



Push Past Ordinary[®]

JUNE 2024 | ISSUE NUMBER 2

MAGAZINE

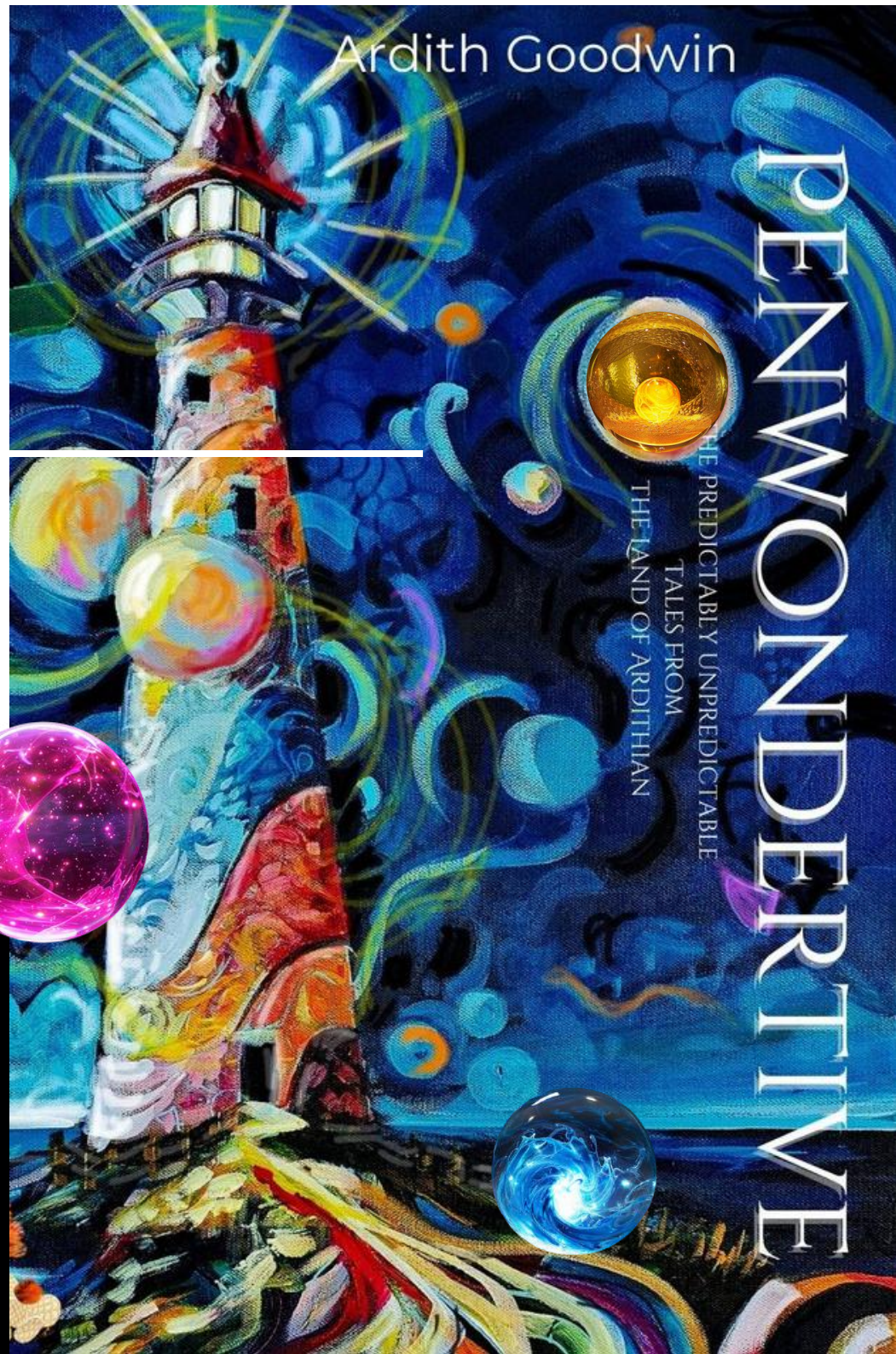
Once Between Two Dreams In The Land of Ardithian...

My debut novel,
Penwondertive, launches on
Kickstarter July 1st! Pull up a
chair with me and let me tell
you all about this hidden world
within the world that was
created to offer the living a
second chance, especially
children.

Meet the Characters

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Inspiration

Support the Project



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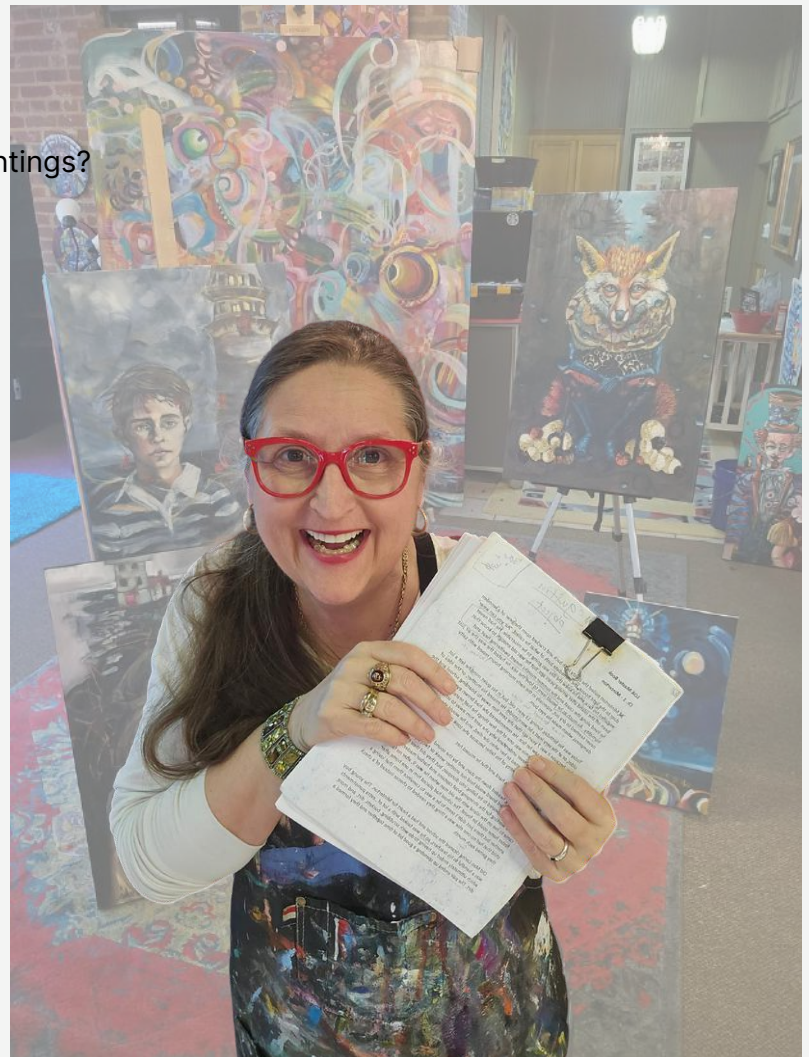
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SUPPORT THE PROJECT!

Cheer me on!



JUST BEYOND THE EDGE OF EVERYTHING YOU KNOW...



HEARTFIRST WORDS

One would think that when a novel with over 70,000 words is penned an introduction would come easily, but honestly, words fail. There are too many, too deep, too important to contain all of the feelings and gratitude I have for being able to be at this singular spot in my life, and aware of it. For years I struggled with my insignificance, paid a lot of money for incredible therapy, and ultimately had an epiphany about why living every single moment I am gifted tapped in to my purpose was called for. It wasn't easy, and some days I still struggle, but what I know like I am breathing is how important it is for each of us to find our worth, especially children.

The Predictably Unpredictable Tales From The Land of Ardithian is my debut series that combines my love of the imaginary with my fascination of energy and purpose, through the eyes and lives of children. My solid hope is that creative hearts, young and old, will find the message that their versions of beautifully different and interesting really do matter.

If you are a lover of children's fantasy and hold the belief that we are meant for greater things, this book was written for you, and for every beautiful young heart that needs to be reminded that their version does too.

Queen for the Day In The LOA

ARDITH

THE PREDICTABLY UNPREDICTABLE TALES FROM THE LAND OF ARDITHIAN

The Series

Just beyond the edge of everything you know exists a world
created for one purpose: to offer the living a second chance...



Written and Photographs By Ardith Goodwin

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I remember where I was standing when I first heard the words, “That’s so Ardithian,” and it was as if the world righted ever so slightly that day. Imagination has been my compass rose throughout my life and when those three words were gifted to me, they changed everything.

Writing a book is not for the faint of heart and choosing to build an entire world and create a five book series, as my first attempt at writing seriously, is quite audacious...with a side of crazy. Still, I knew in my bones that THIS is what I had been equipped for and committing to the time and effort of such a tremendous project was my task.

The Predictably Unpredictable Tales From The Land Of Ardithian is an upper Middle Grade children’s fantasy series that follows three siblings and one extraordinary friend on an other worldly adventure into the imaginary, the challenging, and the unpredictable. At first they struggle to grasp where they belong and what their significance in life actually is, but over time they begin to learn just how important their gifts, their ideas, and their choices are when it comes to not only saving themselves but the world they have come to love.



As I considered what an imaginary world could look like if the world I currently knew were offered a do over, I allowed my five year old inner child to drive the bus for a bit and offered directions from the wisdom I have gained throughout my life. The combination offered me the ability to create characters, ideas, and settings that are far fetched and delightful, and weave into the story the reality that life will always be quite unpredictable and interesting, and how we respond to it matters.

The magic system was key, and right out of the gate I knew that energy and science would be the foundation for it, because I find them fascinating and important. Challenging family connections, heartbreak and disappointment, they are foundational because I don’t know any family that has found a way to avoid the hard. Bizarre characters, elaborate clothing, incredible settings that are a tad unbelievable, and a heroes journey that tells a tale of friendship, hardship, and hope. This series is my version of what I call beautifully different and interesting, and I am unapologetically proud of the story I have written and why it matters in the long run, as a legacy to the young that they are meant for greater things and that every single one of them matters.

The Fantastical Characters From The Land of Ardithian

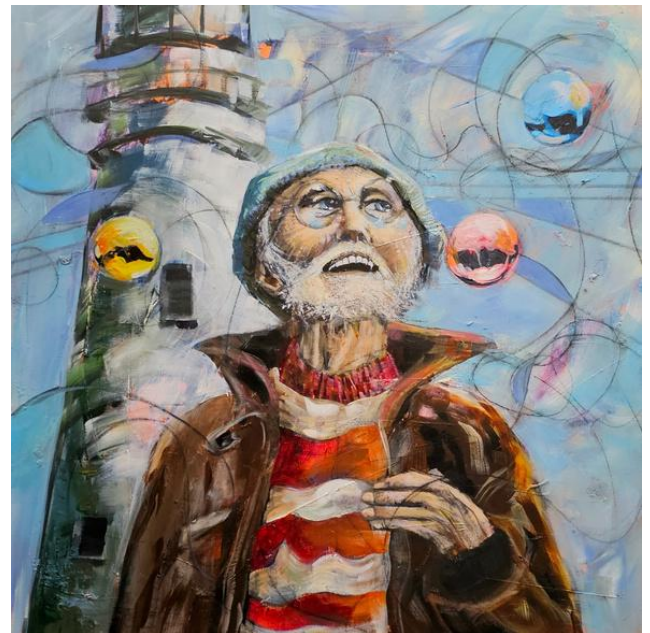
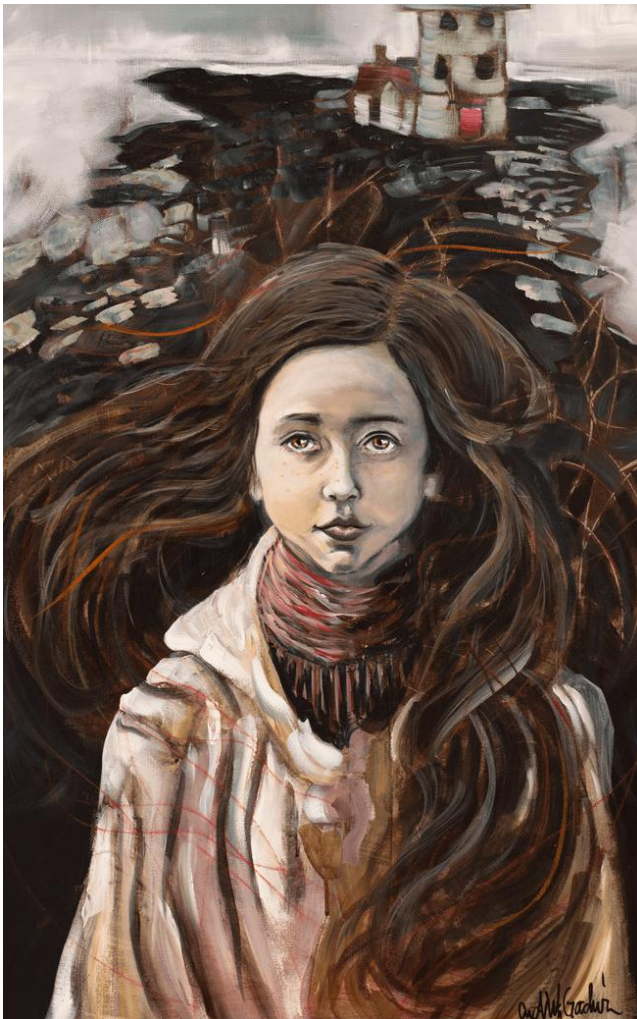
Penwondertive, Book One, begins the series with young Minterton living a rather sad life and one he doesn't quite understand. From boarding school to island life, his world is disrupted in ways he could never imagine and the family, friends, and villains he comes to know both delight and terrify him.

Over the entire series, two more siblings join in the adventure and the four wayward young ones journey together through The Lands of Ardithian with the help of the most bizarre and curiously made characters, who especially love to dress well. My painting practice over the years was one of the most important parts of inspiring the characters and the story because my fascination with distortion and weird characters served me well as I designed and wrote their attributes.



Minterton, but you can call him Mint...

Arlynn...a most extraordinary friend with rainbow eyes...



Raymond Lorrington...but he prefers to be called "Old Ray."

The Fantastical Characters From The Land of Ardithian

Writing the story is one thing, but bringing all of the characters to life through black and white illustrations, large scale contemporary art paintings, and sketches is part of the process that made this project so grand. Rendering their physical and personality attributes in mixed media was such a technical joy, combining my fine art love with my writing love in the very best of ways.

October 11th, at the [Mobile Arts Council in Mobile, Al.](#) over 85 original works of art for this project will be part of a solo show where I introduce the world along with the characters and the book officially. To say I am excited is an understatement. What does it take to bring a character in my head to one on canvas, and some into the 3-D realm? Imagination...vision...and practice.



Threadelphious the Brave... he goes by Threads and only talks in rhymes.

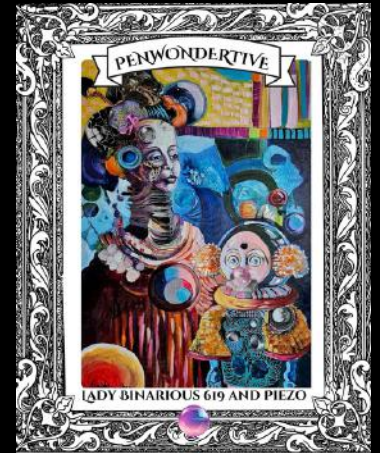
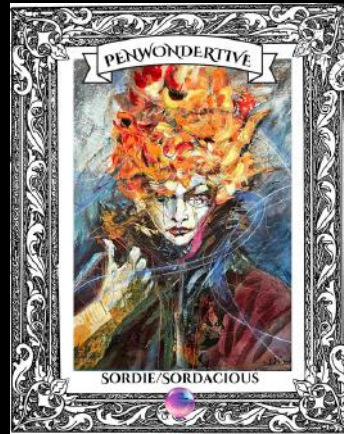
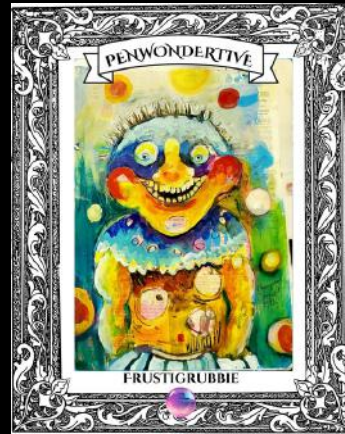
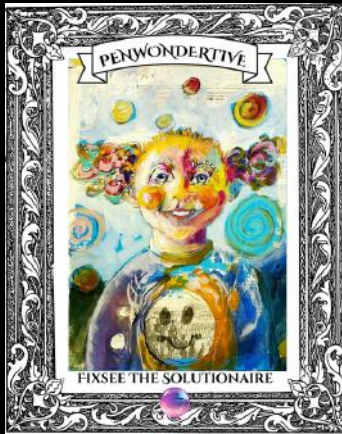
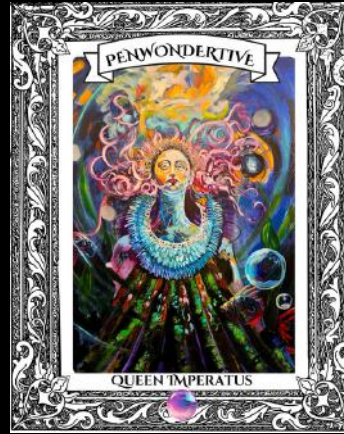
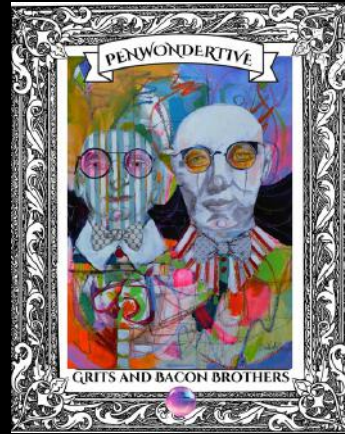
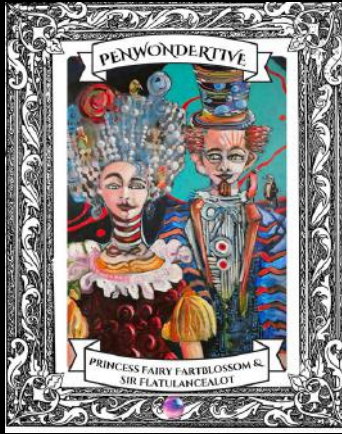
Phrinkky the Fox...our narrator



Opistolly Doflini...one of the most endearing Aquarianoctofins there ever was.

The Fantastical Characters From The Land of Ardithian

From evil villains to a bride and groom with gaseous habits, the characters from the Land of Ardithian are all diverse and delightful, and as each of their stories unfold the underlying message that creative diversity matters becomes apparent.



The Magic System...Energy

Energy fascinates me and I chose to take that fascination and create an entire world where energy could be visually seen, practically manipulated, and wielded in ways to alter not only the creation of the world but the wisdom and knowledge it contains. Technically, this was challenging because I had to mentally visualize with the ATMOSPHERE in each community looked and acted like. The result was a glorious collection of abstract paintings that combined the imaginary structure and color with my fascination of how it all moved.

As you read through the story, the energy in these paintings becomes integral to the characters visual experience, and that was exciting to creatively pull off.



The shape of energy forms, the colors and how they move, even the light and function they emit, all played a role in my creative rendering. The idea of painting and writing about an invisible force that we could see and manipulate was difficult, but not impossible.

Can you imagine being able to see the aura around a person or animal, sense its protection or danger? How would that alter how you move through the world?



Creatively deciding WHAT the energy looked like and how it functioned came first, then I explored technical ways of overlaying that energy within the atmosphere. Next, I had to visually describe this experience to the reader so they could ‘see’ it. The feat was a delightful challenge. Here is an excerpt from Penwondertive Chapter 17.

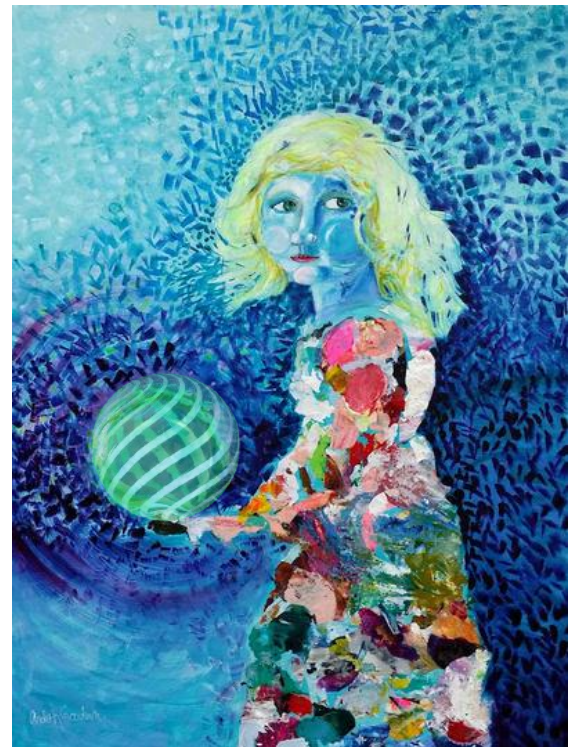
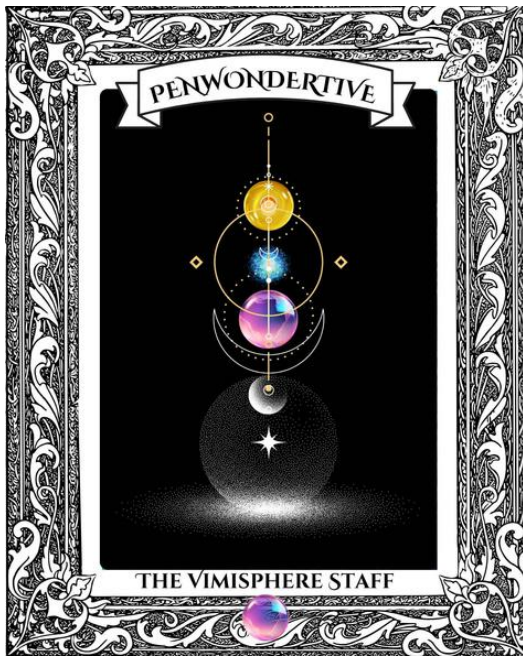
“One lamp illuminated a wall next to an oversized leather chair and he eyed wavy lines, pencil-like, floating through the air that twisted and swirled around things. The further away from the light they were, the thicker they became, and he wondered if they were some kind of floating spider web...

...dangling from the ceiling, a chandelier that looked like it was made of bones of some sort, dark bones, which gave Mint a chill. The webbed lines were wider and more curved up by the light, as if they were drawn to its darkness and he realized they were energy webs, dangerous ones.”



Fantastical characters make up the beings who reside in The Land of Ardithian, but what powers or abilities do they have that move from predictable to extraordinary? The answer lies in the magic system, and for me, it had to be about energy, especially spherical in shape.

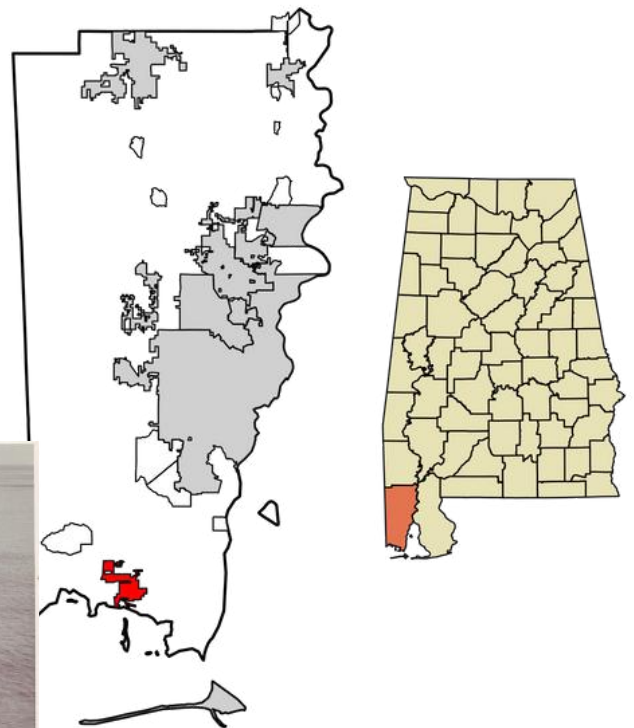
I am completely smitten with glass spheres. They line my windows, they are objects of delight for me, and they hold great imaginary potential. Creating spheres that could manipulate emotions, elements, powers, and even life itself was a riot of a good time and the Vimispheres are an integral part to the story. Every orb has a different purpose and function and when crushed, they offer the characters abilities that run the gamut from hilarity to destruction.



Creating the World...

Growing up along the Gulf Coast from Mobile to Gulf Shores to Dauphin Island, the people and the places left an indelible mark on my heart. When I knew I would commit to creating the world, it had to be based along the Gulf Coast. The concept of a world within a world was born with the idea that the regular world is based in Mobile, Alabama and the Fringelands, which is where the series begins, is this dual world that overlaps one with other along the coast of Dauphin Island.

Sand Island and Mobile Bay Lighthouses were the visual inspirations for the portal systems and Book One showcases both along with references to local icons and our way of life that we all love, including that oppressive 'air you can wear' as Mint likes to call it. Being able to shine a light on this region, especially Dauphin Island Mobile, and the Eastern Shore, was a must for me and I am thrilled with how they turned out.



Follow Your CURIOSITIES

To inspire the young...

I COME FROM A FAMILY OF PROFESSIONAL CLOWNS AND LIVE IN THE CITY THAT GAVE BIRTH TO MARDI GRAS....COSTUMERY WILL ALWAYS INSPIRE ME CREATIVELY.

Costumery has always been a fascination for me. I get that honestly because I come from a family of professional clowns and live in the city that gave birth to Mardi Gras. The combination of actual fabric, collage, and visual elements in the outfits of my characters are an absolute joy to create.

Describing the characters and their attire, along with creating character sets who love designing clothes, shoes, and accessories, are one of the many talents that Ardithians possess. Inspiring children to follow their own curiosities and fascinations is an underlying theme in my series. A love of nature and words, competition and game play, culinary and service, even a love of mastering binary codes and science is written into the various personalities of the characters and children.

“If I can help one child realize that their versions of beautifully different and interesting matter, and are important through the way I have built this world, this effort will be worth it...” Ardith





1 Clothing Inspirations

Using fashion to my advantage gives me creative inspiration in the patterns and textiles that I create for my imaginary characters.



Surface Design 2

Elaborate textiles are all part of the high living that takes place in Elibom, the creative home of the Land of Ardithian.



3 Spherical Energy

Spherical Energy is part of the fabric design in many of my digital drawings and concept pieces. Bringing the energy of the place into the surface of things is important.



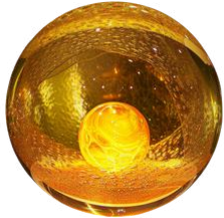
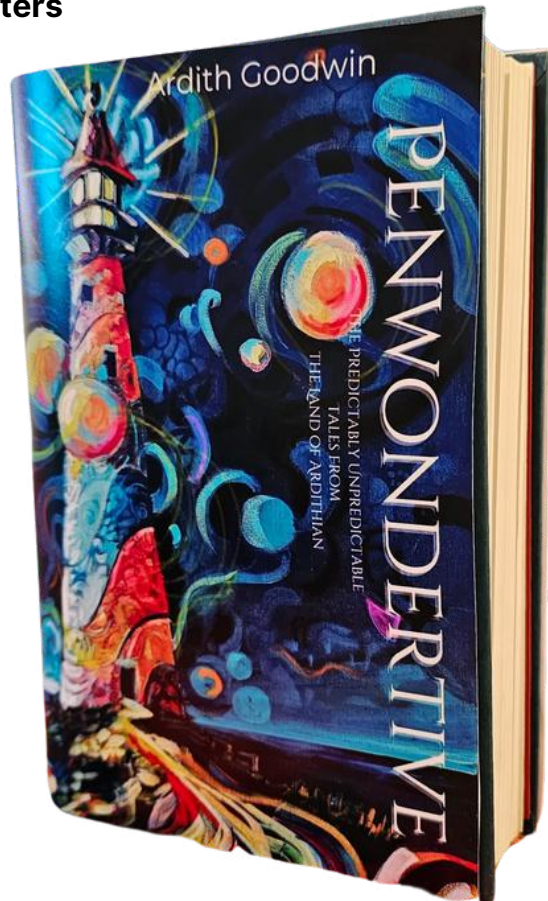
Fantastical Characters



Energy is Spectacular



Creative Diversity



Second Chances



Science and Technology



Heroes Journey



Unexpected Twists



Family is Challenging



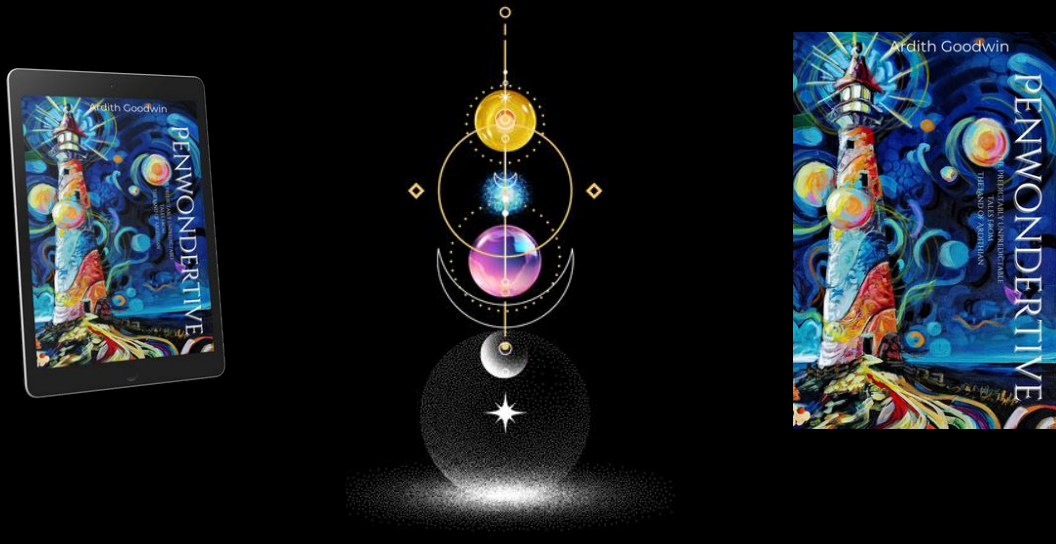
Evil Villains



Nature is Fought For

THE OVERARCHING THEMES

Support the Project...



56 YEARS OF IMAGINATION
YEARS OF HEALING AND DREAMING WITH HOPE
15 YEARS OF IMAGINING THE WORLD
10 YEARS OF WRITING THE POEMS AND THE CHARACTERS
DECADES OF SKETCHING AND PAINTING THEM
6 MONTHS OF WRITING THE FIRST DRAFT
4 MONTHS EDITING 11 DRAFTS
MONTHS OF PAINTING THE CHARACTERS FOR THE SHOW
A LIFETIME OF HONORING MY CREATIVE GIFTS

If you are someone who loves children's fantasy books, believes we are meant for greater things, and wants to cheer on an imperfect debut author and illustrator, I need your help! This project is way to big to launch it alone, and I would absolutely be honored if you chose to share, mention, engage, or support the effort.

KICKSTARTER LAUNCHES JULY 1, 2024 AND ENDS JULY 21, 2024.

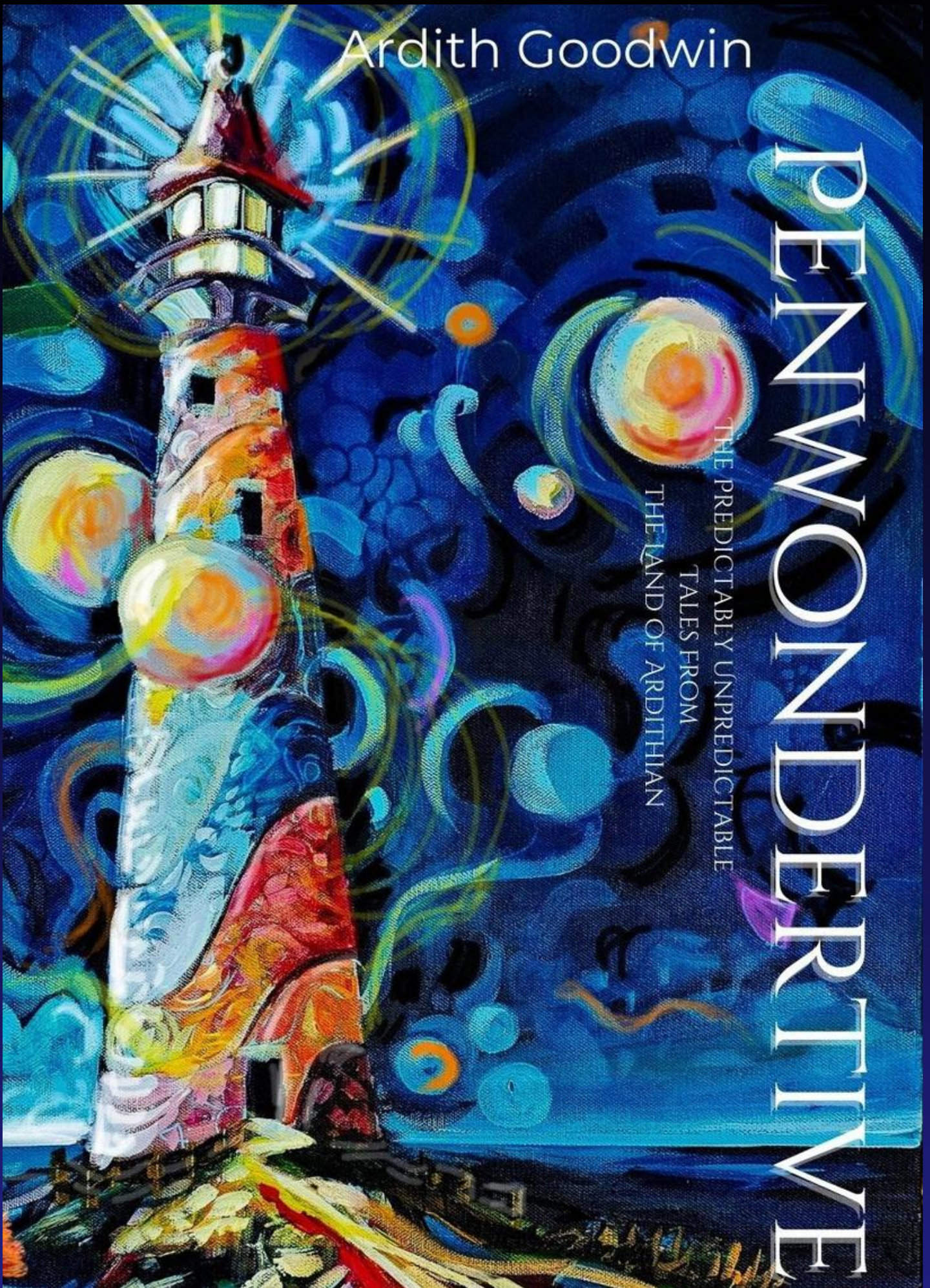
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Ardith Goodwin


PENNONDERTIVE

THE PREDICTABLY UNPREDICTABLE
TALES FROM
THE LAND OF ARDITHIAN



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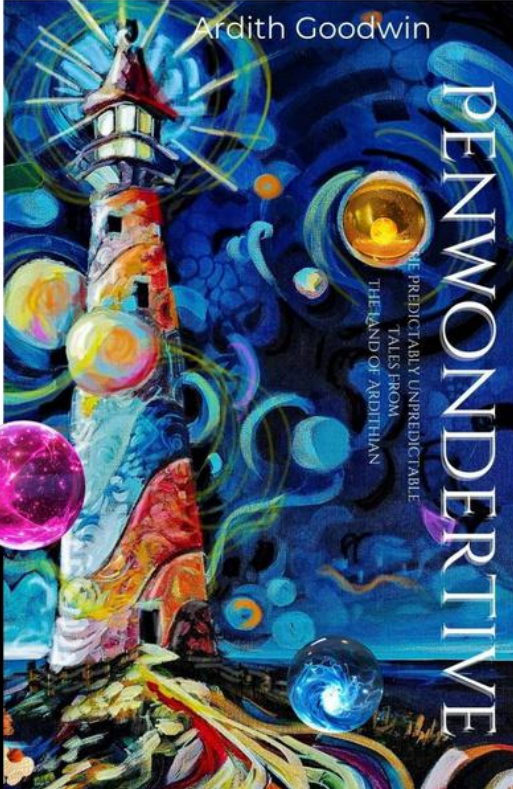
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