Visual Concepts | Assignment 6 | Line
Media Arts & Technology
Lauren Addario TB 135, 505-454-3239
Office Hours M 11:00-12:00 virtual; T 12:30-2:00 in TB135; Th
12:30 - 1:30 VIrtual, & by appointment
Mondays & Wednesdays 2:00-3:50

MART
1210

PROJECT 6: Line

"Of all the elements in art, line is perhaps the most familiar. Most of our writing and drawing tools are pointed, and we have been making lines constantly since we were young children. Our simplest notion of line comes from our first experiences with outlines such as those in coloring books".

Project: Create a Thumbprint Caricature/Illustration with Lines and Value. You will create this assignment first in your sketchbook then scan it and manipulate it in Illustrator. You need your sketchbook for this assignment.

1) Make thumbprint impressions in your sketchbook using provided ink. Create a caricature(s): it could be a self-portrait, friend, an animal, a family member, celebrity or you could just see where your wandering lines take you! Use a pencil to sketch various lines freely and add them to the thumbprints.
2) Use a fine-tip Sharpie over the pencil to define clean lines. Erase pencil and smudges with a magic rub eraser.
3) Scan the thumbprints and digitize the caricature in Adobe Illustrator.
4) Brainstorm an environment (background) for the character to appear in. Look for references online that you can trace on paper or in the Mac. Create thumbnail sketches in your notebook and practice the hatching techniques referred/taught in class. Use contour and value to create depth in your drawing.
5) If you draw your caricature's environment by hand, repeat the scanning process and import the image into Illustrator or Photoshop, in order to place your figure (caricature) into its ground (environment). If you trace in the computer, create a new layer for the background. In both cases, you will need to plan where your character will be (hence, the thumbnail sketches).

 In summary, you will:

1) Illustrate a digital cartoon character using your thumbprints and additional lines
2) Place your character in a scene with a narrative background space. Use lines/value to convey perspective (depth).

Objectives:
• Experiment with how lines can convey motion, personality and emotional energy
• Create depth in an image by implementing perspective and value
• Learn to merge analog + digital by integrating a bitmap scan with vector lines
• Learn about Adobe Layers panel

Guidelines:
Your final character will be digital 8.5 x 11" orientation can be either landscape or portrait
Clearly name your folder with your name_project 6 save as a .jpeg and in its native file format (either Photoshop or Illustrator).

Due 10/24/22 at the start of class

Examples & Inspiration
http://www.johnmuirlaws.com/art-and-drawing/hatching-and-crosshatching-technique