

Inanimate Object as Human (pt.1)

Based on your character sketches, this project will utilize your past experience with the pen tools and demonstrate how using the layer options can strengthen your illustration.

1. Scan your character at 300 dpi. Following the demonstration in class, create a new Illustrator file 9" x 9".
2. Re-title the opening layer "scan" and paste the image of your character into the Illustrator file. DO NOT WORK OFF THE ORIGINAL SCAN. Lock layer in place.
3. Create a new layer, title it "outside".
Using the pen tool, trace the outline contour of the character.
Keep the fill option = none, stroke option = black.
Be sure to close off the points by making the finished product a shape and not a collection of lines. Save the layer and lock it. Limit the use of anchor points. Smooth out jagged edges of the original picture. You are improving the graphic as you recreate the image. (See page 120 in text book.)
4. Create a new layer, title it "inside".
Still using the pen tool, trace the inside contour lines of the character.
fill = none, stroke = black.

Unlock the "outside" layer and flip the stroke/fill options so the shape is fill = black, stroke = none.

Return to the "inside" layer, changing the fill/stroke options:
fill = white, stroke = black.

This will show a strong graphic and expressive outline of your character.
Lock the two layers in place. Turn these two layers off so only the drawing is visible.
5. Create a new layer, titled "face".
Recreate the inner lines of the figure as shapes, rather than as individual lines. As you work, group various selections according to what they represent. So all shapes associated with the eye will be on unit and can be repositioned on the page if necessary.
6. Open WINDOWS > SWATCH LIBRARIES > PANTONE COATED.
Choose a range of color tones (at least five) to use on your character. Add these to your swatches palatte. Create boxes of these chosen colors on the outer edges of your art board. (See pages 121-125 in book.)
7. Replicate colored shapes which make up your character's face.
Create shadows and highlights to encourage a suggestion of three dimensions, only using the color tones you selected.

Grading #4 Inanimate Object (pt. I)

DESIGN

(8 points total)

- project based on abstracted shapes, with rare line usage
- economic use of vector points
- curved lines used frequently
- each shape outlines the original pen strokes

DOCUMENT SETUP

(7 points total)

- correct size / layout of page
- CMYK color mode, rulers visible
- preliminary layers given appropriate titles:
 - : face
 - : inside
 - : outside
 - : drawing (original scan)
- additional layers as needed

ADDITIONAL REQUIREMENTS

(5 points)

- provide preliminary character-sketches
- provide digital format
- provide color scheme beside art board (five or more color tones)
- group selections of shapes by associations
- page setup in a neat, presentation-ready fashion

COMMENTS

20/20 =	100	A	16/20=	80	C	20 possible points
19/20=	95	A-	15/20=	75	D	
18/20=	90	B-	14/20=	70	D-	
17/20=	85	C+	13/20=	65	F	