

Inanimate Object as Human

This exercise takes the development of a character of your own invention and presents them within their own unique environment.

Requirements: (Part one)

- sketch out three different ideas, each in a 3"x 3" square

In your sketch pad, choose an everyday object with human characteristics. Base your character on a household object [such as a laptop, toaster, cellphone, Ipod, teapot] and then “morph” it with human features. Think of SpongeBob or Disney’s *Beauty and the Beast*. Experiment with various objects, loosely sketching out three concepts you would like to approach.

- sketch your chosen idea in a 9"x 9" square in pencil

After isolating your concept, in pencil, sketch a more detailed drawing, but without any textures. Create thick outlines with expressive qualities. Internal facial features should be thinner, but composed with interesting, expressive lines.

After approval, after reaching a satisfactory drawing, ink-in the details of your image. Avoid excessive shadows and crosshatching. Do use a specific facial expression.

Remember, you will scan this at 300 dpi for next lab class. Be sure to think in terms of how Illustrator operates with the pen tools.

