

PROJECT II

Progressive Abstraction



Graphic Design I
Fall 2011
ADG-S206-A
3 credits

Instructor:

AnneMary Wood-Mann

Always available via email:

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Office Hours:

By appointment.

Class time:

ARL B02
Monday 2:00PM - 4:40PM
Wednesday 2:00PM - 4:40PM

Class Website:

sirango.com/FallGDI2011

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TIPS:

Watch the "speed" at which the progressive abstraction is taking place - think of this as a storyboard for a film.

In Wallace and Gromit (Stop motion animation) they film **12 frames per second**

View this clip to learn more: (Shaun the Sheep) <http://il.youtube.com/watch?v=JivJpsh9r2Y&feature=related>

Watch your "transitions" frame 3-4 and 5-6 because as the medium changes so does the speed of the frame change/transition.....

Progressive Abstraction of Common Object: Representational > Abstract:

OBJECT ONLY Due: next class (Wednesday 09.21.2011)

Thumbnails (AMAZING THUMBNAIIS!!!) Due: (Monday 09.26.2011)

Tight Marker Comps Due: (Wednesday 09.28.2011)

Finals Due: (Monday 10.03.2011)

Goal:

To introduce the techniques of abstraction & progression, essential techniques & concepts in graphic design (useful in both logo design & animation)

Take a simple object and progressively simplify it in 9 steps.

Start with a lifelike rendering in ebony pencil showing as much detail as possible....then simplify it until it is so simple that it is no longer recognizable.

Specs:

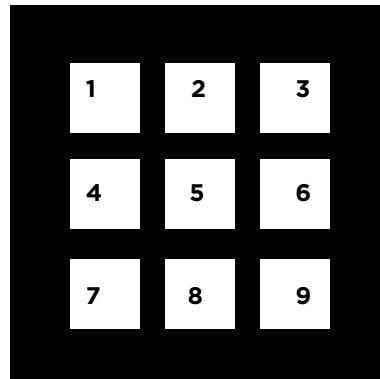
Nine 3" x 3" squares of cold & hot press bristol,

mount on 15" x 15" black board

1st Row: Ebony Pencil,

2nd Row: Black Ink,

3rd Row: Cut black paper



1st Row (frames 1-3): Ebony Pencil, Highly DETAILED, render as realistic as possible, including shadow and light

2nd Row (frames 4-5): Black Ink, start to break down form, take away distinguishing marks (add, combine, take away)

3rd Row (frames 6-9): Cut black paper, refine abstraction until frame 9 is nothing like frame 1