

Serena Dworzynski
Art 4944
Fall 2018
Project 3C

Illustrator Inspiration

ART 4944

PROJECT ONE-C: ILLUSTRATOR INSPIRATION

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CHALLENGE

We've all done it sometime or other before—copying another person's style or technique; all in the name of learning. Of course you don't want to profit from another artist's work, and it was all done without a mean bone in your body right? It's not meant to bring attention to yourself (even if it did, it would be the wrong kind of attention, I can guarantee you that much).

With project 1B you were merely copying the style and techniques of one of your favorite artists; other than analysis of the composition you were merely adapting and furthering your personal analog and hardware illustration skill set. Learning to produce, but not to think. Your new challenge is to take your illustrator's lead as inspiration, to perceive the angle that you're missing, an angle that you may have considered very little with any previous illustration.

Story—which included ideas, concepts, and process.

They're the most important elements that you can learn from an artist—the way they see, and the way they process their stories makes for even bigger lesson than you've imagined. Because the biggest challenge when it comes to drawing isn't so much about the technique—a big portion of it has to do with content. Answering the “why” question.

Taking with you the process and ideas of another artists will only strengthen your vision, when you make it your own. Look at it through your own eyes—filter it, digest it, and recreate things that hold your vision true.

REQUIREMENTS

- Develop a composition of your own creation based on similar content to that of your illustrator's content (i.e., they create exterior landscapes, you create an exterior landscape; or they did a self-portrait, you create a self-portrait).
- Develop a story/narrative of your own as inspiration to this composition.
- Create multiple photographic studies/assemblies of your composition ideas.
- Deconstruct your illustration 'depths' before digital construction. As with project 1B, what elements occur in the background? What elements occur in mid-ground level? Etc.
- Your final artwork may be assembled using either Photoshop or Illustrator software, or a combination of the two.
- Use of any hand-rendering techniques is encouraged. Scan them into the computer to use as guidelines within the composition and most working professional illustrators do.
- Final composition and print size should match the *same proportional ratio* of the original work, and fit within an 11"x17" printable sheet. And then mounted to black matte board with a 1" border on top and sides, and a 1.25" border on the bottom edge.
- All progress work will be shown in your digital process binder and should demonstrate these design strategies.

FINAL SUBMISSION

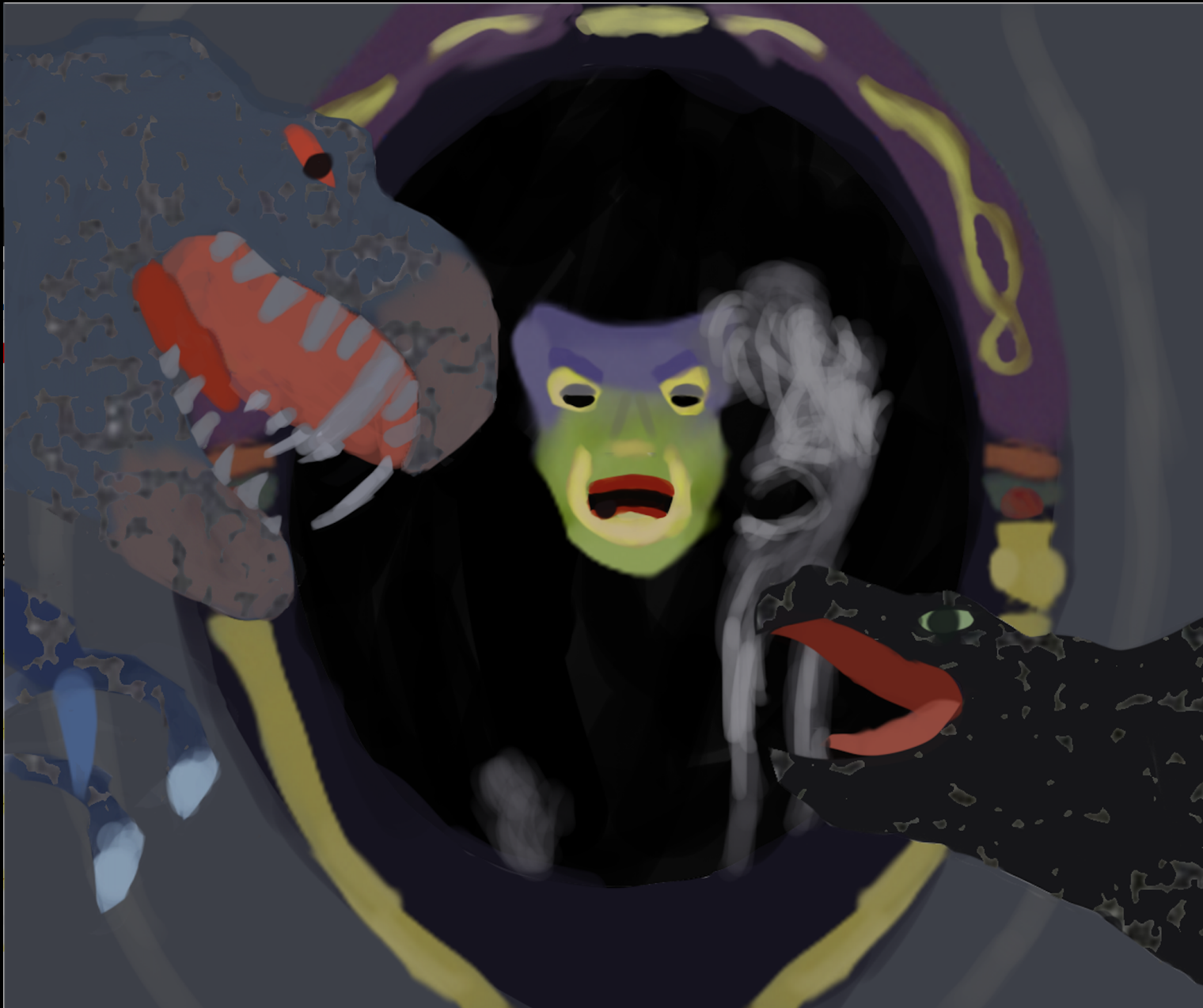
- ___ Submit one PDF of final layout Canvas Project One-C location
- ___ Submit one PDF of your Digital Process Book (DPB)
- ___ Final project printed and mounted to board as described above.

GRADING

Original Sketch



Project 2C



Line Art



Line Art



Land Graphic



Sky Graphic



Dragons

Soren



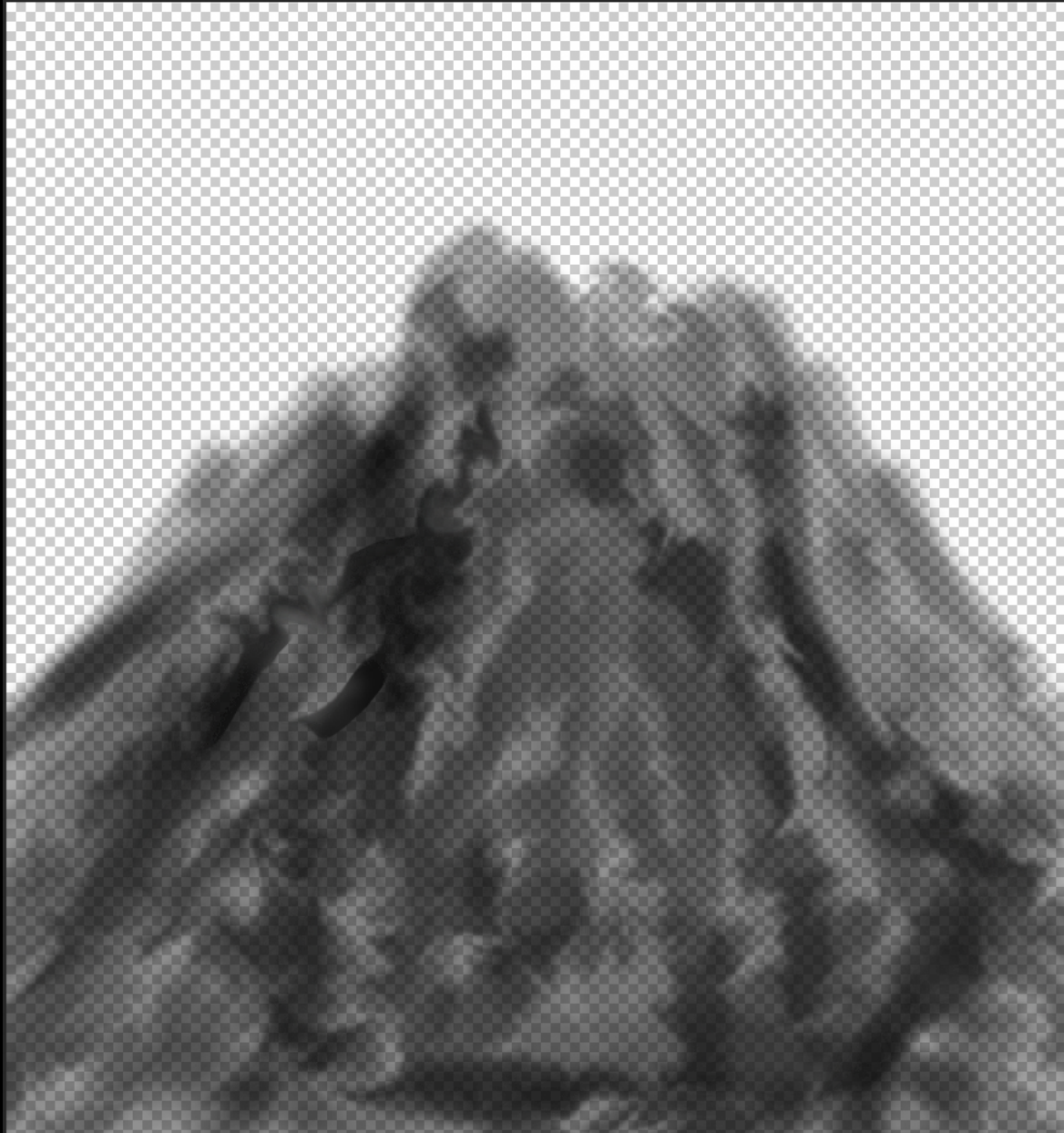
Judaw



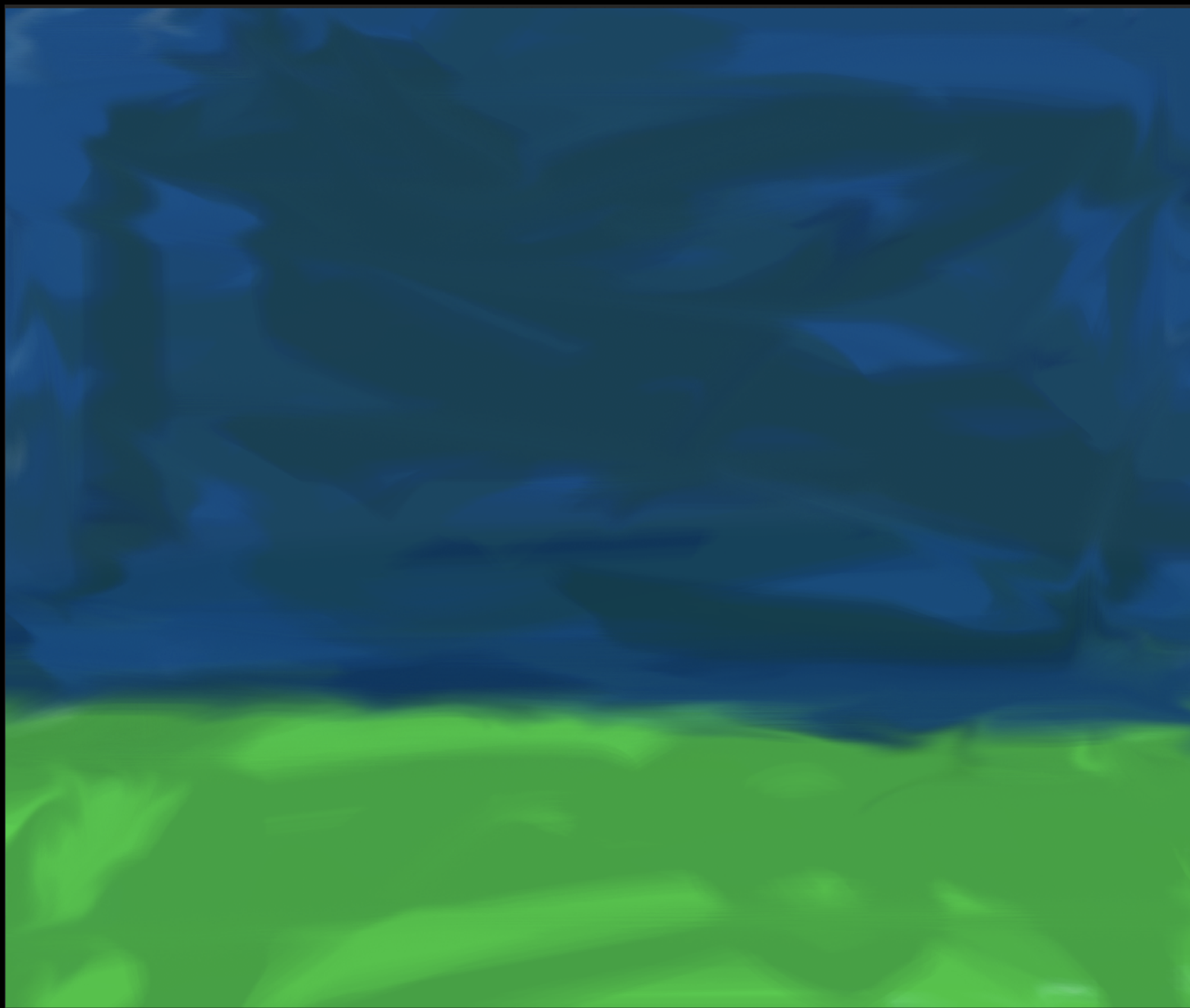
Retcon the Wraith



Retcon the Wraith



Layer 1



Layer 2



Layer 3



Layer 4



Layer 5



Final Layer



Story



The idea behind the illustration are two dragons named Judah and Soren getting into a bit of trouble. While exploring the nearby grasslands, they discovered an ancient rune. After accidentally busting it, the wraith named Retcon appears. This startles Soren, however, Judah is easygoing and is willing to see what this new creature wishes to do.

Final Design



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