

GRAPHIC ARTS

UNIT 5 – WORLD BUILDING

INSPIRATION

Your character was chosen to be the main character for the “next big thing!” You now need to show your design team how this character will interact with objects and the world around them. How will their personality come out in their stance? How can you use composition to tell a story?

OBJECTIVE

You will create a scene for your character to interact with. Think of perspective and how to draw interiors and exteriors for the background and think of our still life and 3D object drawings to fill this scene with *stuff*. Use composition, colour, perspective and focus to tell the audience a story.

PROJECT

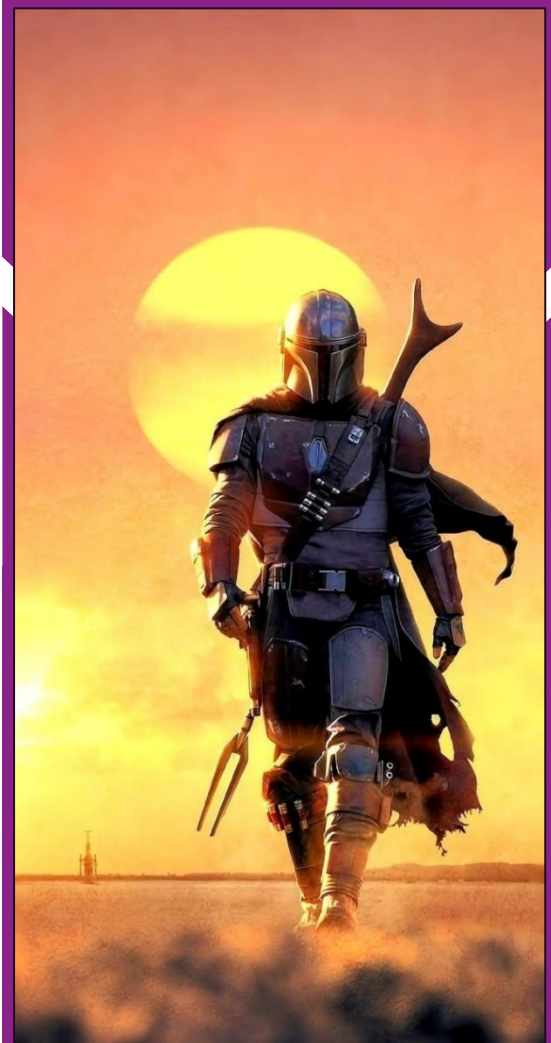
The warm ups in this unit will help you to develop your skills in realism, composition and focus. You will create one large still life over a series of days, adding a new piece from life each day. (Bring items from home or find them in the room.)

The project is to create a scene with your OC from Unit 2, a background that you drew in Unit 3 and some objects that you drew in Unit 4. You can re-use ideas, use this time to fix and finish the previous ideas so they are complete and well crafted.

SKILLS



- Generate new ideas for scene
- Add colour and objects to scene
- Draw a character in a scene
- Create a story within a picture



CHECK-LIST

Warm Ups:

- Draw the still life. Consider composition, how can the placement of your pieces lead the viewer's eye across the page?
- Render/draw each object. Spend about 20 minutes per day on each object. Consider lighting and texture for a life-like quality.
- Use layer styles or adjust placement to blur images in the FG and BG to push focus to your focal point. Make something stand out!

Project:

- Digital scene with character, background and multiple objects to fill the space with interesting information. Clutter this image with bits and pieces!

SELF ASSESSMENT

Hamburger



This scene has SO MUCH information! There's so much to look at it's like my room when mom tells me to clean it!



There is a character, a BG and LOTS of objects.



There's a character, a BG and several realistic objects.



There's a character and BG and some objects.

COMPOSITION IN ART



REFLECTION

I can think "outside the box" to get innovative ideas and persevere to develop them.

What is one way you "persevered" to develop your scene?
