

# GRAPHIC ARTS

## UNIT 2 – BACKGROUNDS *Interiors and Exteriors*

### INSPIRATION

Picture it: You're a scene developer or layout artist at a big animation company and they need you to design the environments for the scenes that the main character will be animated in! What scenes will you draw? From what angles?

### OBJECTIVE

You're going to design a scene for the character that you just created. Think of the story you'd like to tell – Where is your character going to be? Why are they there? Think of ways you can let the audience know the tone or mood of the places. How can you convey emotion through colour, lighting, perspective etc.

### PROJECTS

The warm ups through this unit will help you to remember the rules and techniques for one-, two- and three-point perspective. I want you to practice this by sketching different interior and exterior scenes, then picking your strongest idea and creating a fully finished digital scene with your character in it.

### SKILLS



Draw a finished scene digitally.

Practicing different perspective techniques.

Colouring and shading each individual item in the scene.

Brainstorming different ideas to create strong artworks.



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### CHECKLIST

#### Warm Ups:

- Atmospheric perspective sketch
- One Point perspective sketch
- Two point perspective sketch
- Three point perspective sketch
- Bob Ross paint along.

#### Projects:

- Digital scene with character and background.**  
Perspective is utilized to make the scene seem 3D.  
The character is interacting with the scene.



### Self Assessment

#### Hamburger



This scene has details upon details! Things are shaded, objects look realistic and there's a story being told.



There is a story being told about this character.



The character is in a scene, but isn't really interacting.



The background is drawn well, but it's lacking story.

### Reflection

Did you explore different ideas before reaching one that you thought was great?

YES

NO

Do you think you worked really hard to show off your skills and abilities?

YES

NO

Did you fill your class time working on this?

YES

NO

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### Warm up #1 – Atmospheric Perspective

Sketch a landscape in a digital program where you can see a similar landscape feature repeated over and over towards the horizon (Think forest or mountain range.) Each layer of mountains or trees will get smaller, lighter and less detailed.

Watch: [https://www.youtube.com/watch?v=feXB\\_760Tb4](https://www.youtube.com/watch?v=feXB_760Tb4)

### Warm up #2 – One Point Perspective

Inspired by old Roadrunner cartoons, sketch a scene in one point perspective where something gradually gets smaller in the distance. The rule is: parallel lines converge in the distance. The way to remember this is that the roadrunner's road eventually becomes a dot on the horizon.

Watch: <https://www.youtube.com/watch?v=XRrKohWdpeQ>

### Warm up #3 – Two Point Perspective

Two point perspective employs the exact same rules as one point, but it has two vanishing points instead of one! This gives us the impression that we're standing at a cross roads, or a corner with two directions to look at.

Watch: <https://www.youtube.com/watch?v=M7ldgf4m1qk>

### Warm up #4 – Three Point Perspective

Now that you've mastered the rules of two point perspective, you can now add a little drama to your piece with a third vanishing point and height!

Watch: <https://www.youtube.com/watch?v=upxBGNcryRs>

### Warm up #5 – Bob Ross Paint Along

You've seen him on TV, you've seen him in memes – now it's time to discover the joy of painting *digitally!* Open a new document in your favourite digital painting software and attempt to follow along with an episode of The Joy of Painting to recreate a classic Bob Ross painting digitally.

### PROJECT: SCENE WITH CHARACTER

Once you've practiced the four types of perspective, it's time to create a scene with a little drama in it. You're going to create a background for the character you developed in the last unit. Think of the story of the character, how can you use view point or objects in the background to tell that character's story? How can perspective, colour or composition affect mood?