

Landscape Illustration (*Yay, more vectors!*)

Graphic Design Technologies: Project 4

OBJECTIVE

Now that you understand breaking down shapes, shadows, and highlights into vectors, you are to create a uniquely personal landscape (or scene) using Illustrator. With this assignment you will need to find your personal “style” to illustrating depth and creating interest with vectors. If you find a neighbor’s particular approach is not *you*, then you are correct! Finding your own approach is the most important part of this project.

The goal of this project is to simplify the pieces of something very large—a landscape—into basic shapes but in a unique way. Draw inspiration from the work of Matisse and others who painted in rather flat colors and shapes. Finding appropriate shapes to use is the key. And the shapes should become rather *logo-like* or *icon-like*.

- 1.) Find or take a photo (or several) you wish to use as a reference. Compose 20 thumbnails to find your best solution.
- 2.) Look at your image and figure out how to simplify it to the essential shadows and highlights as we have been doing already.
- 3.) Work from the back to the front if you are having trouble. Keep your layers organized!
- 4.) Once you have finished, look at your work to see if you have simplified necessary shapes as much as possible. Now how did you make it uniquely yours?

MANDATORIES

Must be an originally composed landscape made of several colors. Your colors must be clearly organized, and **ONLY** your newly created colors must be the colors on your swatch palette. Must be at least 100 square inches in size. And you must convince us to love it!

DUE

One illustration mounted on 15 X 20” black board and flapped with tracing paper.

art 2310
GRAPHIC DESIGN
TECHNOLOGIES

SCHEDULE

Sept 24

Finals of Picnic Poster Project due mounted and displayed at the beginning of class & research photos on the vector landscape due.

Sept 29

Due for class: 20 thumbnails showing composition of reference photos. Work day.

October 1

In progress review. Workday.

October 6

In progress critique. Workday.
Graphic Designer papers due!

October 8

Final (mounted) project due **at the beginning of class.**