

You may have a real sketchbook or a digital sketchbook.

Consisting of 2 different parts:

PART 1:

Complete a minimum of one page brainstorming, sketching, thumbnail sketches and planning for each project. This page (or pages) should illustrate your artistic process and intent for each project. Treat each project as a problem that has multiple solutions. Show that you have approached each project from multiple perspectives and developed several creative ideas before you narrowed it down to one idea.

Things to include:

- Brainstorming and free writing of concept ideas.
- Thumbnail sketches planning out subject matter and composition. Do multiple thumbnail sketches arranging subject matter in different ways and experimenting with different color schemes
- Written research of topics, artists, styles, and techniques you explored for the project. For example you researched Alberto Seveso for the Line, Shape, & Movement Project and included inspiration images of his work and notes about his Photoshop technique and style.
- Written research about other Photoshop, Illustrator, painting programs, and camera techniques.
- A library of inspirational and reference photos. Paste in several photos and artworks that could inspire your project.

Part 2:

Complete **4 additional pages** of research, sketching, media experimentation, technique experimentation, notes about your discoveries after experimenting with a new technique or style on your own on any topic of your choice. This will be an individual exploration of topics that interest you in preparation for your Body of Work in semester 2.

These pages could include: sketches/paintings/artworks/reflections/research/media experimentations/ thumbnail sketches, etc. Use an entire page. Each page should reflect 30 minutes of effort.

See page 2

Possible topics to explore in digital art:

- Advanced digital painting techniques
- Double exposure techniques
- Surreal techniques and photo compositing
- Vector techniques: low poly vector shapes, line portraits, layering
- Commercial techniques: branding, logos, business cards, letterhead, signage, mobile banners
- Stop motion techniques, tweening, cinemagraphs, animation
- Comic book or graphic novel or adult coloring book design

- Illustration: children's books, cd covers, game design, animated movie storyboarding and concept design

Possible topics to explore for Photography:

- Lighting: studio lighting, artificial lighting, alternate light sources (natural vs. artificial)
- Motion Study with shutter speed: freeze action and blur
- Depth of Field: experiment with shallow DOF and wide DOF on a subject of your choice varying your aperture settings.
- Surreal Photographs: stage a surreal environment or manipulate several photographs using Photoshop. Review the work of Robert Parke Harrison and Sandy Skoglund for inspiration.
- Surf/Beach culture
- Macro/ Zoom subject
- Nature/Landscapes
- Night photography experimenting with light and color
- "Light Painting" Photography
- Levitation Photography
- HDR Photography
- Tilt Shift
- Photoshop Experimentation: your choice of technique but demonstrate you learned something NEW
- Day to Night – Steve Wilks style
- "Impressionist Photography"
- Abstract Photography
- Double Exposure