

ILLUSTRATION IN GD 30S// DRAW 50 THINGS

One of the toughest assignments for artists is to illustrate scenes with lots of STUFF, like the inside of a candy store or a jam-packed stadium. It can be very challenging to include a lot of stuff without the image feeling cramped and chaotic.

LETS PUT IT TO THE TEST!

In this assignment students are to illustrate a scene with a single focal point, and fill it with 50 different recognizable objects.

In order for it to work, the viewer must be able to identify each object. You may not count items that are attached to the interior or exterior of a structure such as: **flooring, lighting, cabinets, signage, roofing, windows, shelving, fencing, trees, etc.**

INSTRUCTIONS

- **SIZE:** 12x18in
- **MEDIUM:** FULL COLOUR - OPEN (*traditional*).
- Research and brainstorm a scene to illustrate.
 - What will the scene be filled with?
 - Where will the focal point be in the illustration?
 - Object must be recognizable.
- Create a rough sketch of your idea.
- Object may be repeated, but only count as one object.

HAND IN

FINAL COLOURED ILLUSTRATION AND PRELIMINARY SKETCH, INSIDE A FOLDED SHEET OF PAPER WITH YOUR FIRST AND LAST NAME ON IT.

You may repeat objects like candy canes or widgets but only count one of them in your 50.

You may not count parts of an object. For example, a cupcake has 3 parts: cup, cake, and icing but you may only count it as one object. Likewise, a person is only one object - you can't count each article of clothing they are wearing...However if they are carrying something in a pocket, on their shoulder, or in their arms you can count it.

In order to be counted your audience must be able to identify each of your 50 objects.

CRAFTSMANSHIP /10

This portion of the mark is an evaluation of effort, care and attention to detail for the assignment.

COLOUR AND CONTRAST /10

This portion of the mark represents how well colour and contrast have been considered and implemented.

CREATIVITY /10

This portion of the mark represents how well thought out the students idea was for the assignment.

ROUGHS AND RESEARCH /10

This portion of the mark represents the research and roughs need for the exploration of the final design.

ILLUSTRATION PROBLEM SOLUTION /20

This portion of the mark represents how well the students solution solves a illustration problem posed in the assignment, and fulfils specific assigned requirements.

TOTAL /60

