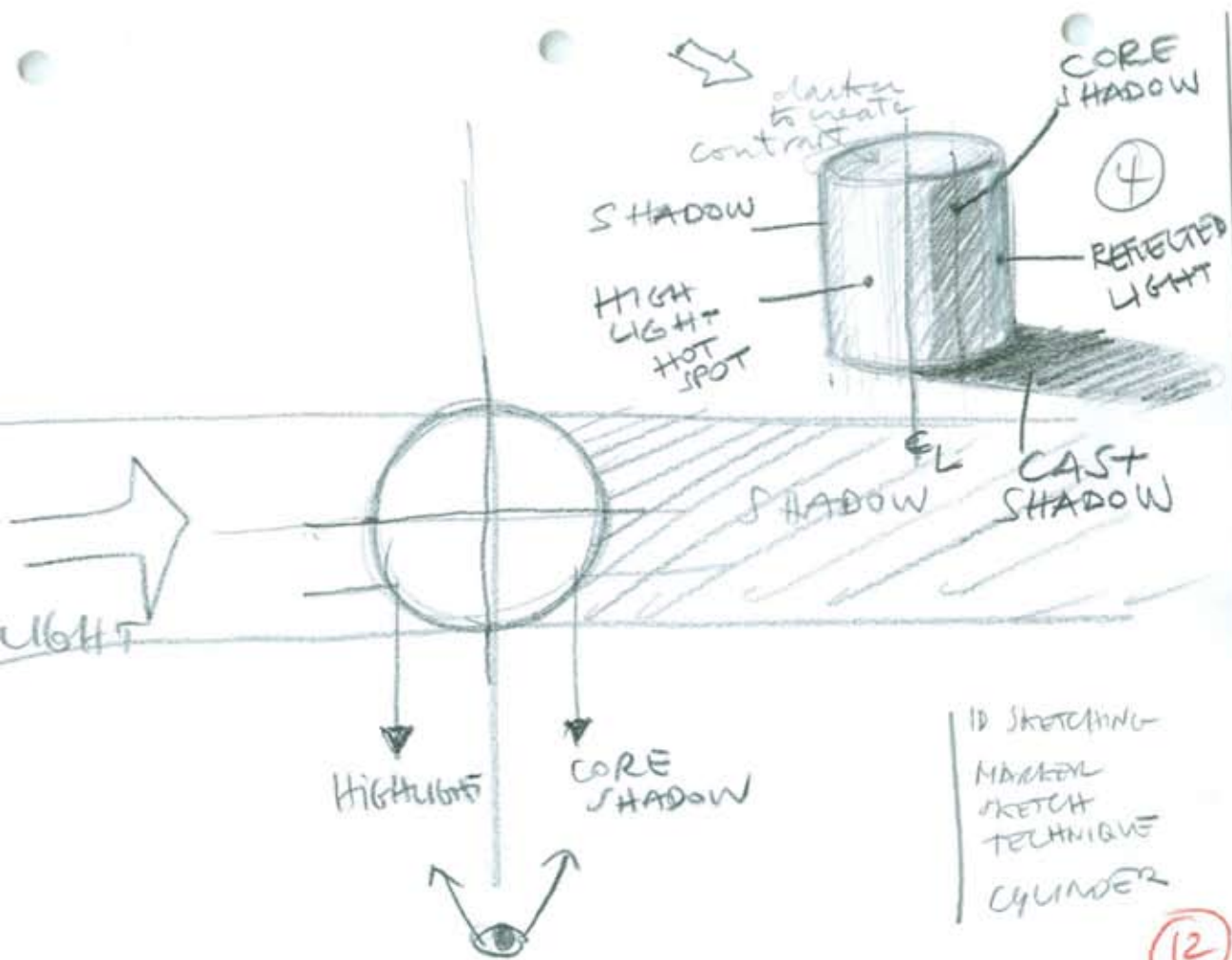




ID SKETCHING
MARKER
SKETCH
TECHNIQUE
CYLINDER

(12)

Wk 5

#8

#8

RAPID VIZ

TUESDAY
sept. 22

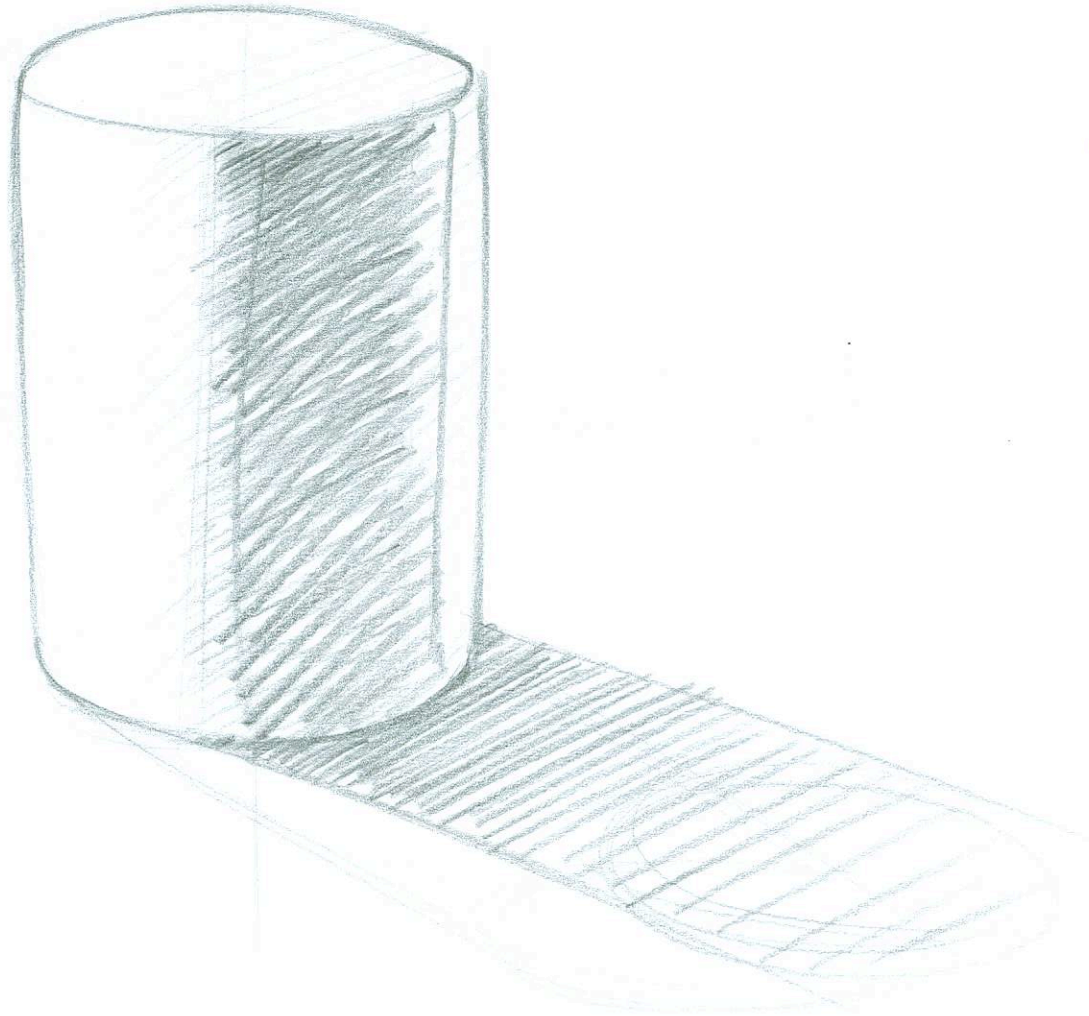
idSketching.com



(1)



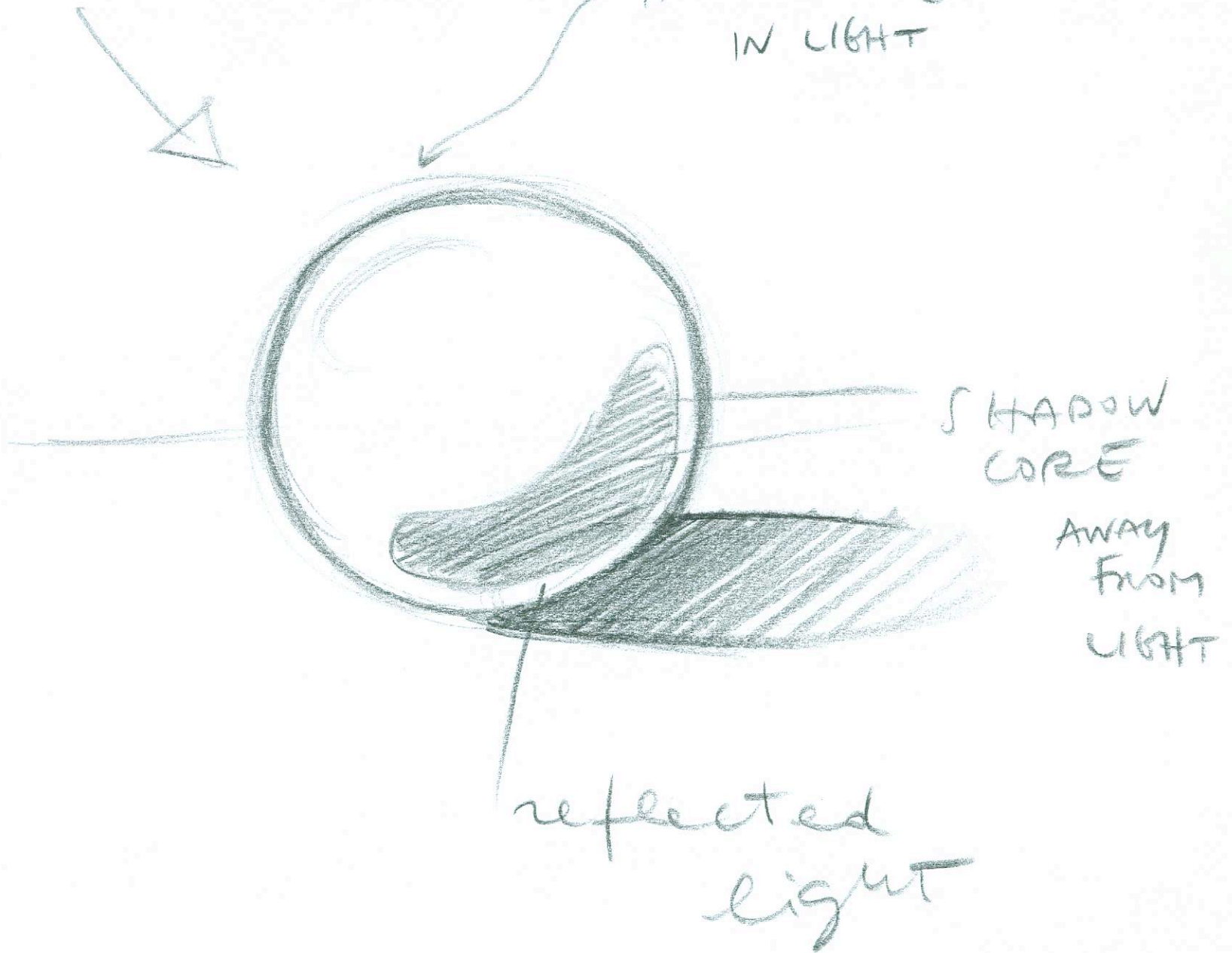
①



②

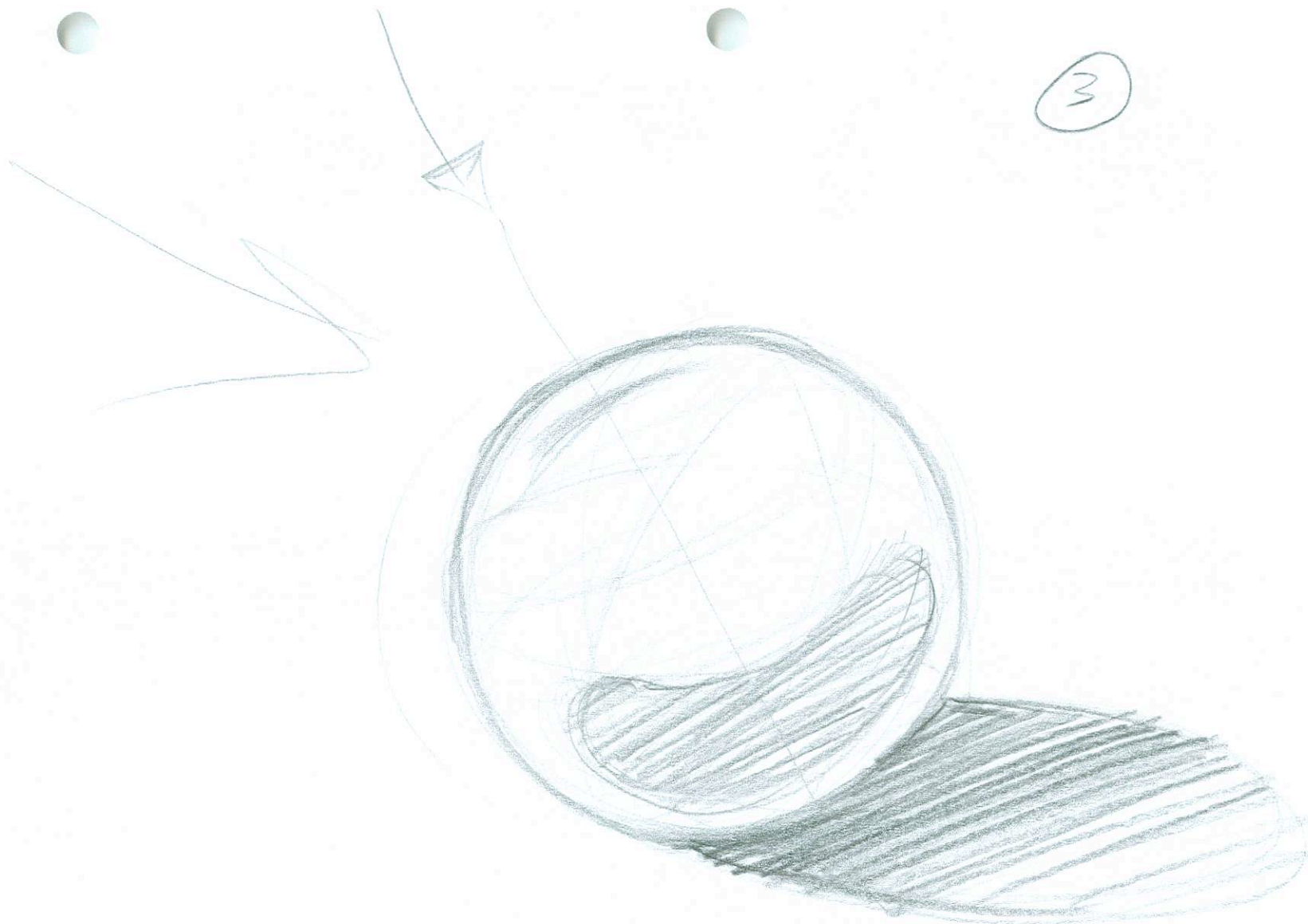
②

HOT SPOT (HIGHLIGHT
IN LIGHT



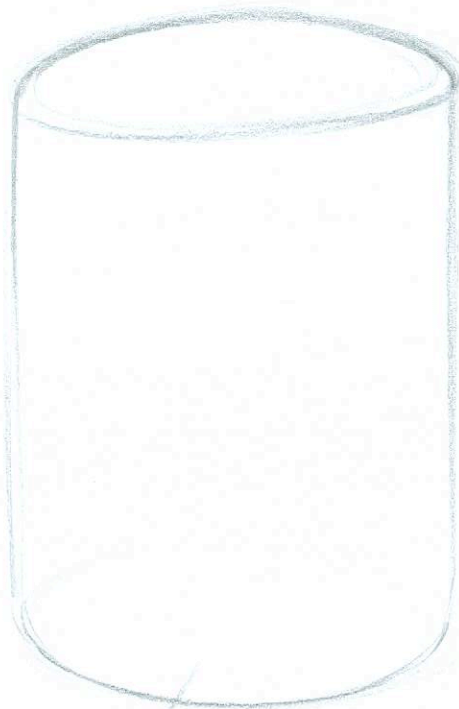
③

3



4

5



more open ellipse at bottom

5

6

N. pole

equator

core shadow
(below
equator)

cast
shadow

reflected light

highlight

shadow

USE CONTOURS TO DEFINE OBJECT

6

principles of lighting

- 1 core shadow
- 2 highlight
- 3 reflected light
- 4 cast shadow

show mataza
video

high res

Read instructions for assignments

with black paper core shadow is created
by paper

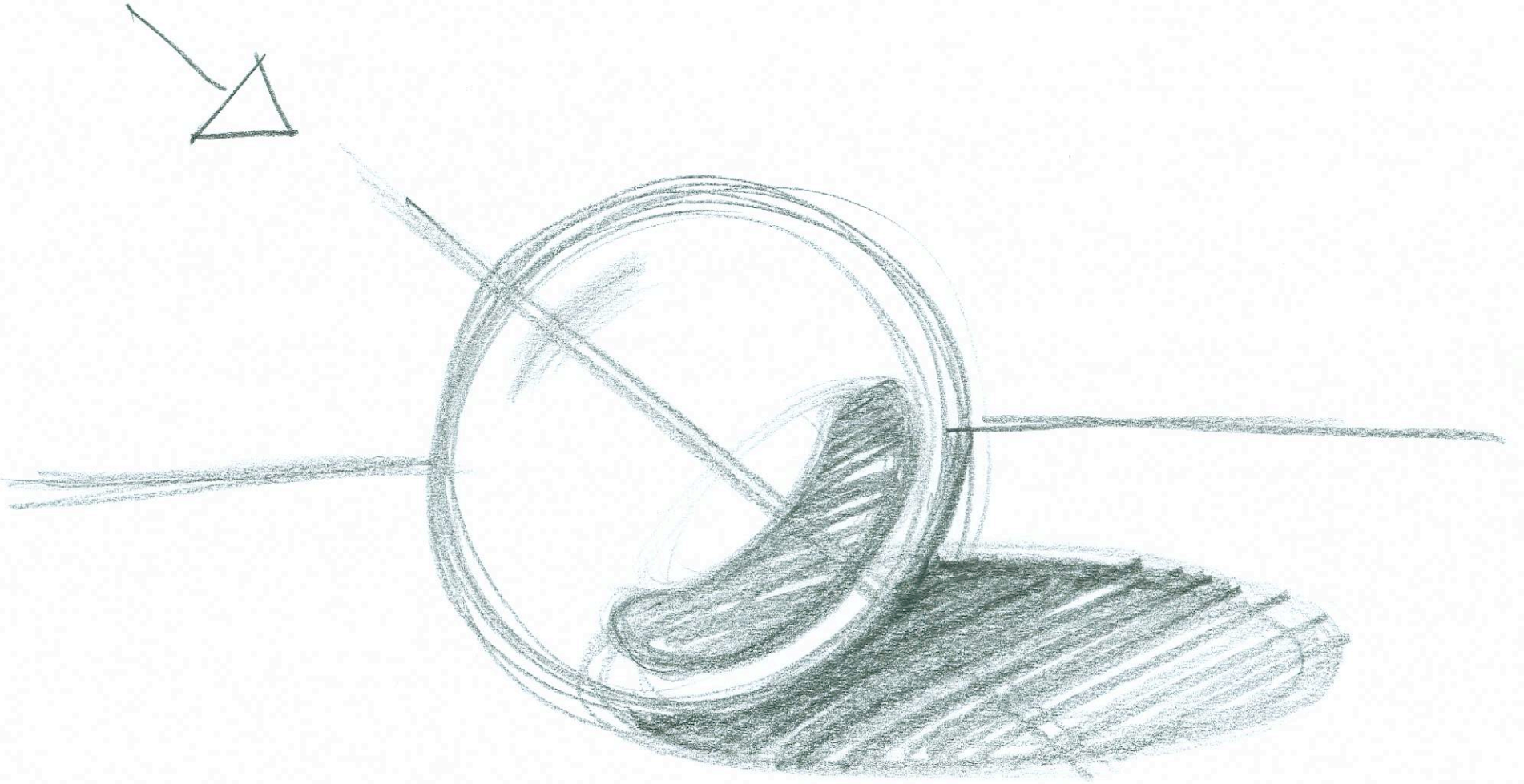
- (A) get round shape characters
- (B) gradient w/ markers LIN

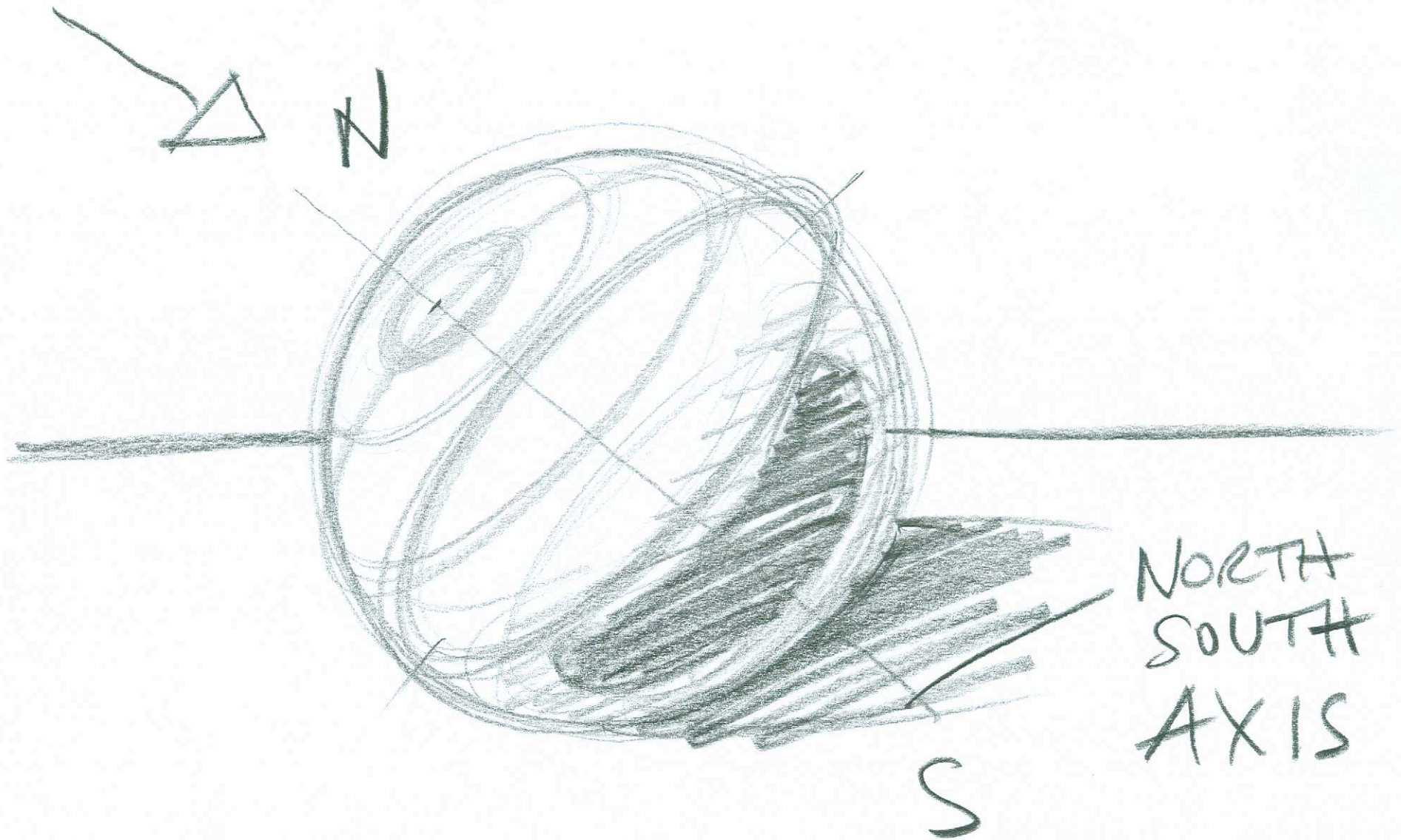
PRISMACOLOR CIST

- EXAMPLE FROM PAINTING
MORANDI
THIERAND

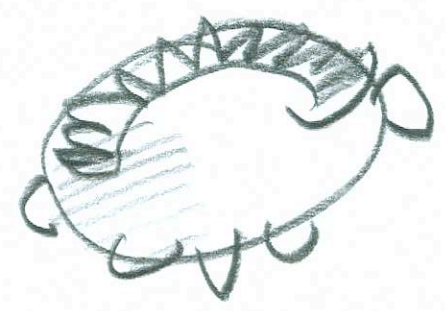
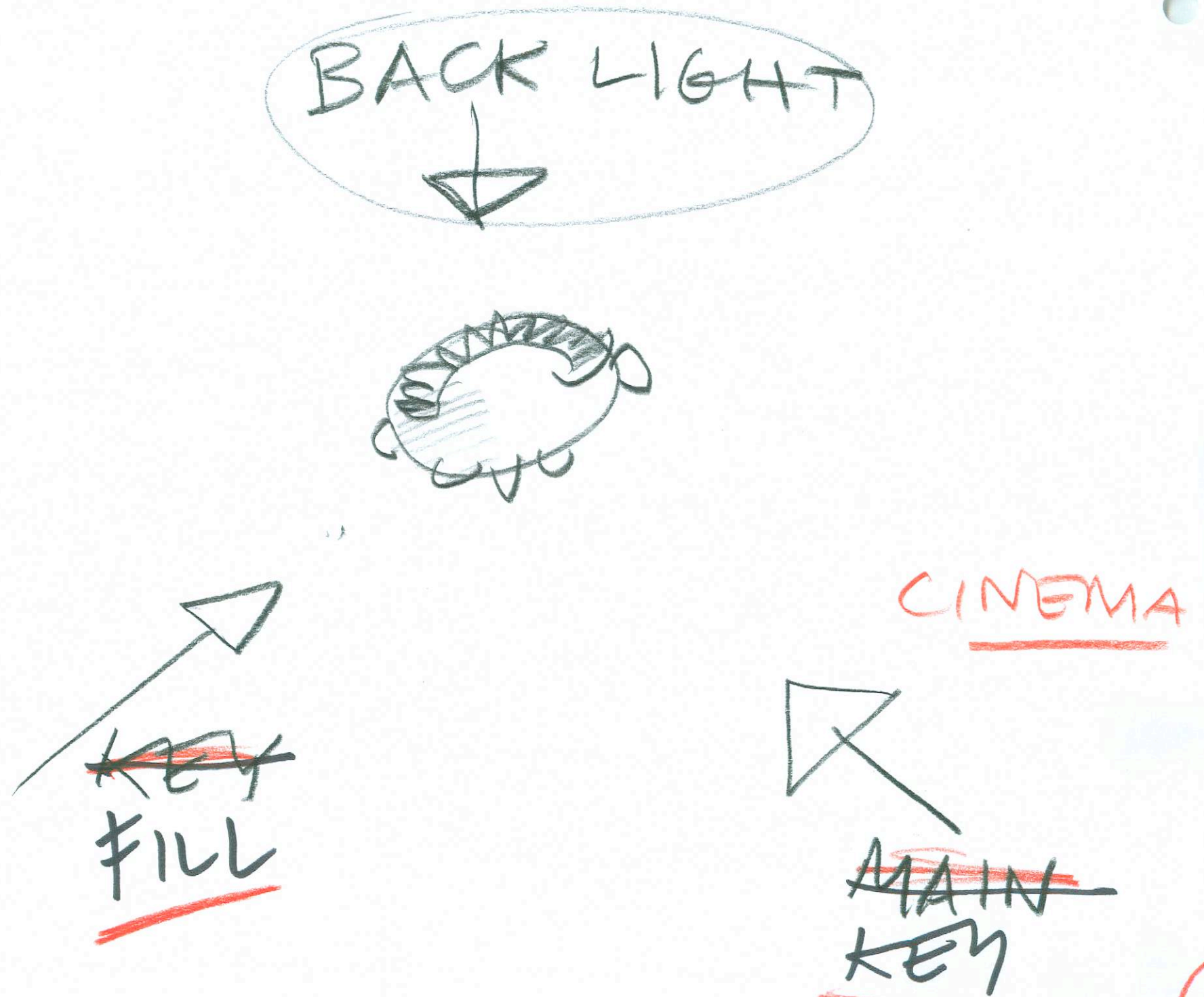
8

8





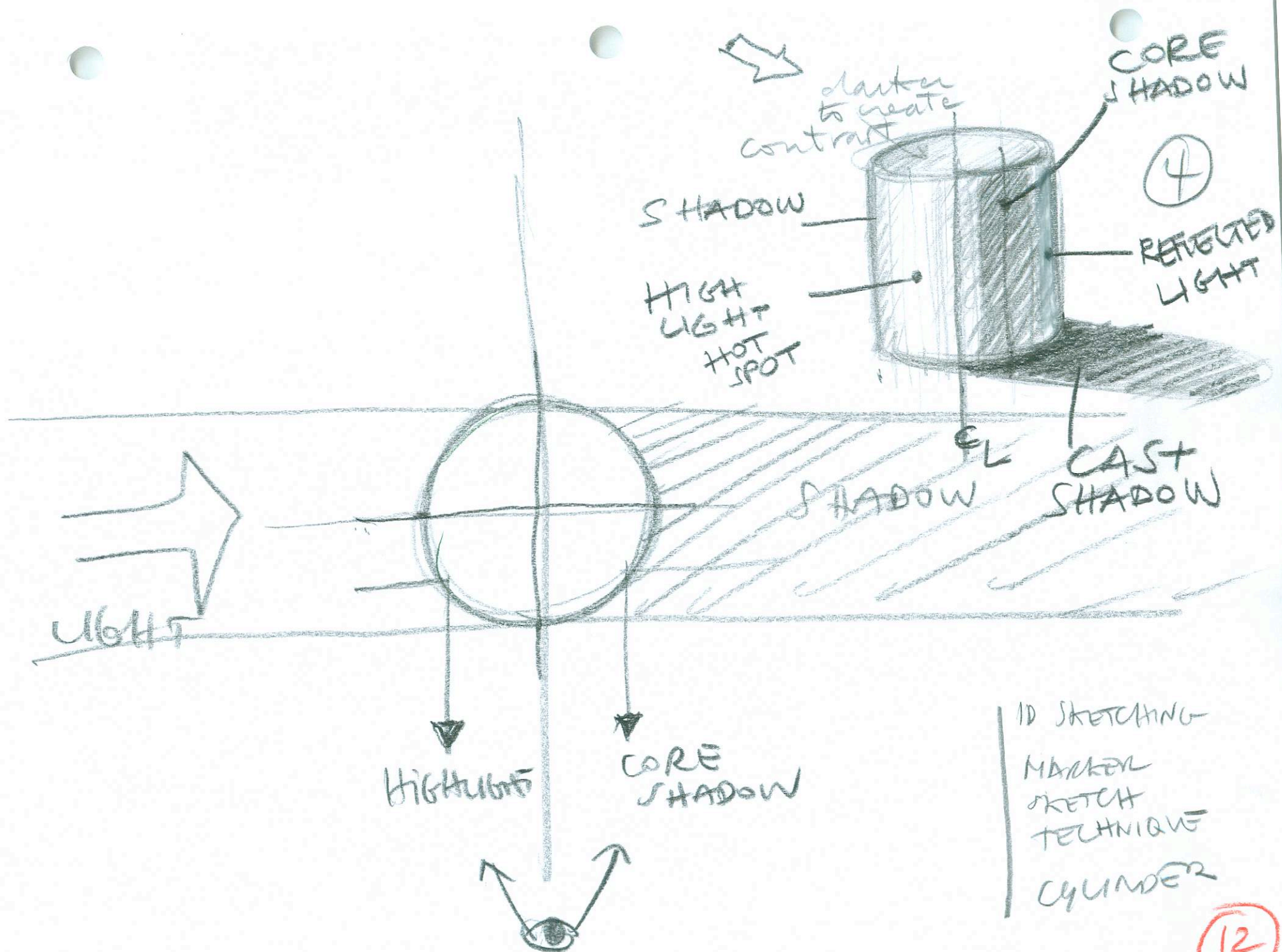
BACK LIGHT



~~KEY~~
FILL

CINEMA

~~MAIN~~
KEY



1D SKETCHING
MARKER
SKETCH
TECHNIQUE
CYLINDER

