

## DRAMA (Storytelling Image)

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#### **Concept:**

This assignment is meant to inspire the types of stories and conflicts that may work well as a senior thesis idea as well as provide another opportunity to practice your digital painting skills. This assignment requires you to use what you have learned and understand about composition and leading the eye, technical elements such as the understanding and implementation of perspective and solid drawing, as well as demonstrate a knowledge of the components of color, color schemes, and application of color, which will be addressed in lectures during this assignment. You will be looking for examples (reference) of work that has great color and technique and use those images to help you make decisions regarding your painting. You don't have to re-invent the wheel. However, you may NOT copy or veer to close to copying any aspect of any inspirational image.

#### **Process:**

Choose 1 or 2 of the characters that you developed in the first assignment and imagine that character *doing something, stuck in a situation, interacting with the other character or environment, etc.* Some of you may still need to refine your character design(s), especially if the original pose doesn't allow you to understand the construction of the character. You are also allowed to create new characters for this assignment. If you create new characters, you must keep pace with the progression of the assignment. Then, you will need to do a minimum of **10 thumbnails** that address the situation, composition, and staging. Your character needs to be clearly visible and identifiable in your composition, clearly communicate an emotion appropriate to for the situation, and show some sort of external conflict.

I am not going to require a specific aspect ratio. I am looking for situations that are inventive and entertaining....not boring and bland. Again, if this becomes your senior thesis...you want the subject matter to be good for animation. If you don't have character designs that you are happy with, you can start from scratch. However, you will still be held to the same process and progress deadlines as stated for the rest of the class though...so choose wisely. Next, I need you to collect reference paintings with a **style** and **color palette** that you are interested in using. You also need to take **reference photos** of yourself in the poses of your character(s); or, produce other photos that give you accurate reference for some element of your painting.

You will need to have an approved thumbnail and concept before you begin working up the final painting. Once you have that approval, I want you to develop your thumbnail into a more descriptive rough, applying the correct perspective to the layout using the information that was presented regarding perspective during the lecture. The rough can be done in value or line ... as there is a resolved layout and composition (with characters) before starting.

Using Painter 11 or Photoshop CS5, turn your concept drawing into a digital painting. Next you will work to establish the values and/or color in your painting. Now you will apply color and this is where your painting reference comes in.

- So, in order of progression, here are the steps:

Choose 1 or 2 characters (No More!!!) and decide on situation and location

Generate a **minimum** of 10 compositional gray-scale thumbnails

Answer questions (provided) .... use those answers to help with thumbnail generation

Collect inspirational color and style reference images to help guide you

Choose composition and apply accurate perspective to the image

Find and take reference images/photos for lighting and detail purposes

Begin to refine image, as the suggested technique requires - working to establish accurate values first.

Apply color and refine work

**In addition to overall drawing, painting, and design quality, keep the following goals in mind:**

- Originality of concept
- Clarity and originality of conflict or situation
- Quality and level of sophistication of the following elements that relate to your character and environment:
  - Character's attitude
  - "Animation"/Action/Gesture - As animators...your poses should always be dynamic creative
  - Strong/clear/creative staging
  - Evidence of strong composition using rules learned in Concept courses (thirds, frame in frame, brightness, etc)
  - Appeal
  - Evidence of underlying structure - both in the character and the environment
  - Mood of environment

**Enjoy!!!**