

VALUables

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Concept:

The purpose of this assignment is to heighten students' sensitivities regarding the importance of manipulating value in a composition to lead the viewer's eye, to communicate mood and emotion, and to create the illusion of form and space. Ideally, students will learn how to use value and composition for the specific purpose of setting a stage for an action. This project is also meant to afford students the opportunity to further develop their painting skills by creating a refined, finished value painting. Character and color will also be addressed.

Process:

Step 1: You will begin by creating a *minimum* of **20** compositional thumbnails (horizontal format, any dimensions). The thumbnails should be abstract compositions using only non-representational shape and value. Each composition should be a wide-angle shot that provides depth, mood, and enough space for a complete path of action to take place (no flat staging or tight shots).

Step 2: After the initial thumbnails are completed, you will choose up to 2 LaBORatory characters* for whom you will design your environment(s). When you've chosen your characters, you will then choose a minimum of **5** compositional thumbnails to develop into roughs, replacing the initial abstract shapes with representational forms conducive to your characters' design (the world should fit the character in both content and style). The character(s) should be included in the rough designs, interacting either with each other or with the environment. Be sure to place and pose your characters in such a way that they will compliment the composition.

*You are free to choose different characters for each rough, but no more than two per comp. You may also choose to use LaBORatory characters that were not finalized, but you must have a final design approved before moving on to the final painting. When choosing your characters, be sure to consider story potential and relevance to the animation medium.

Optional: You may choose to emphasize one key element in the painting by introducing a single color into the grayscale painting. This should be indicated in the rough stage. The goal of adding this element of selective and exclusive color into the assignment is to help you understand the effectiveness of intentionally manipulating color, even in a full color painting. **HOWEVER**, if it doesn't make sense for the painting, don't force it!!!

Step 3: Pick your favorite and go with it! Develop your chosen design into a refined, fully developed painting. Again, make this decision wisely, as this could lead to ideas for future projects

Have fun and ENJOY THE PROCESS!