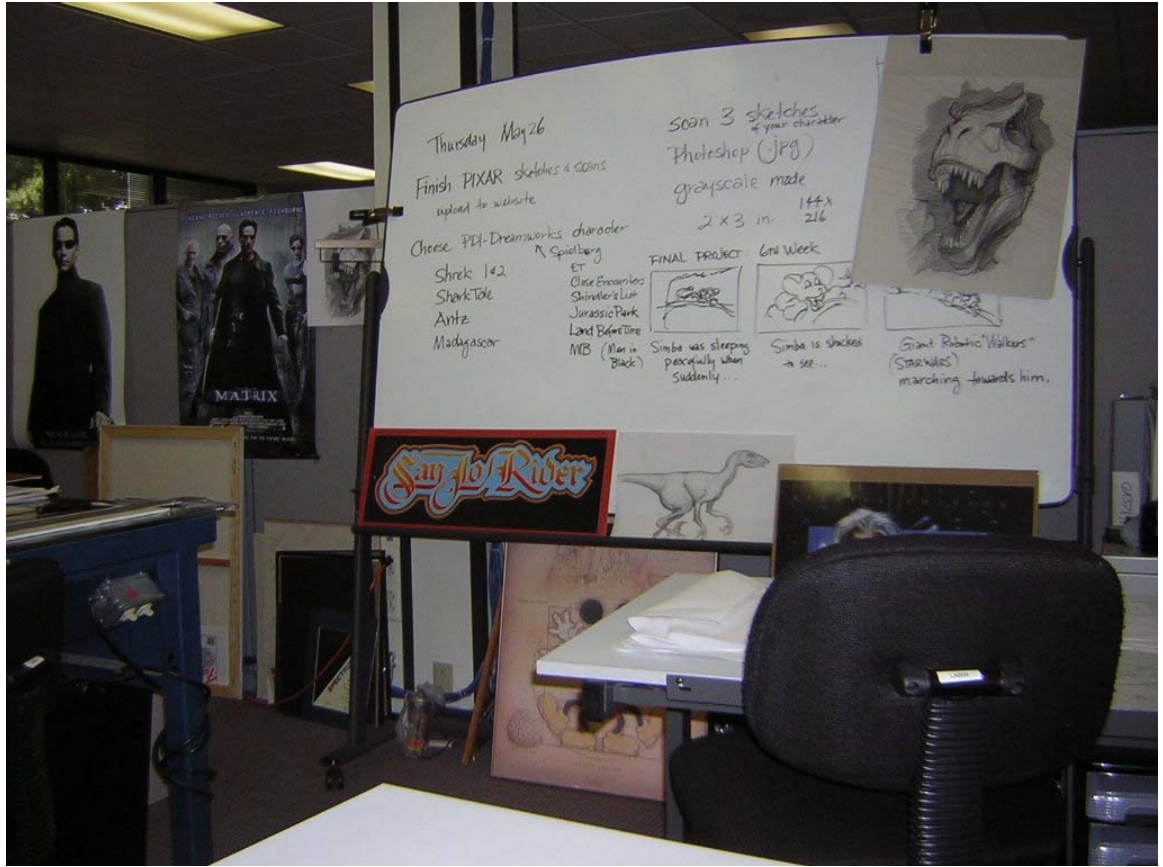
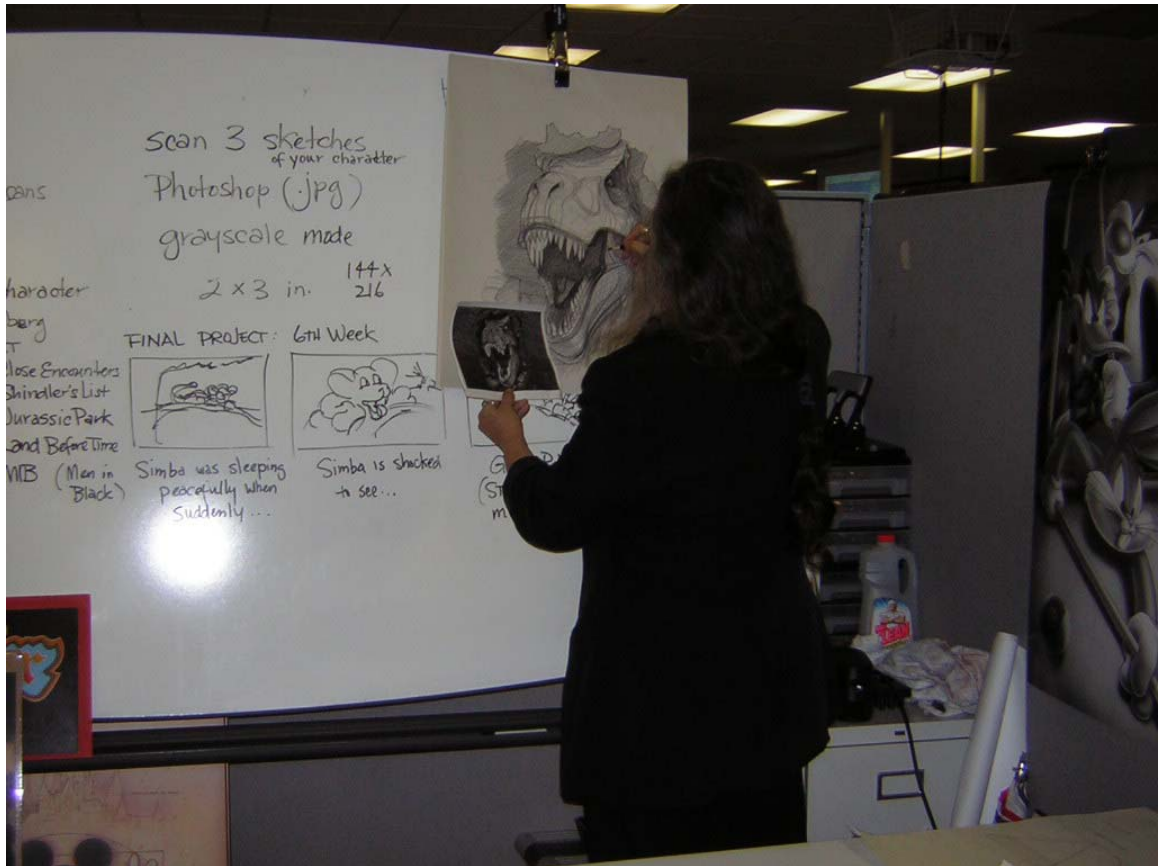




1-2 POINT PERSPECTIVE
OPTION ILLUSTRATION
2 POINT
ISOMETRIC VIEW
PARALLEL LINES APPEAR TO CONVERGE ON THE HORIZON
SHADING IS BASED ON LIGHT SOURCE
SHADOW IS OPPOSITE OF LIGHT SOURCE
2D OBJECTS TO CONCEPT
draw

Tuesday May 24
Finish PIXAR character designs
update to website
Change PSD Dreamweaver character
Sketch 142
Sketch 143
Sketch 144
Sketch 145
Sketch 146





scan 3 sketches
of your character
Photoshop (.jpg)
grayscale mode
2 x 3 in. 144x 216

character
berg
T
Close Encounters
Shindler's List
Jurassic Park
and Before Time
MIB (Men in
Black)

FINAL PROJECT: 6th Week

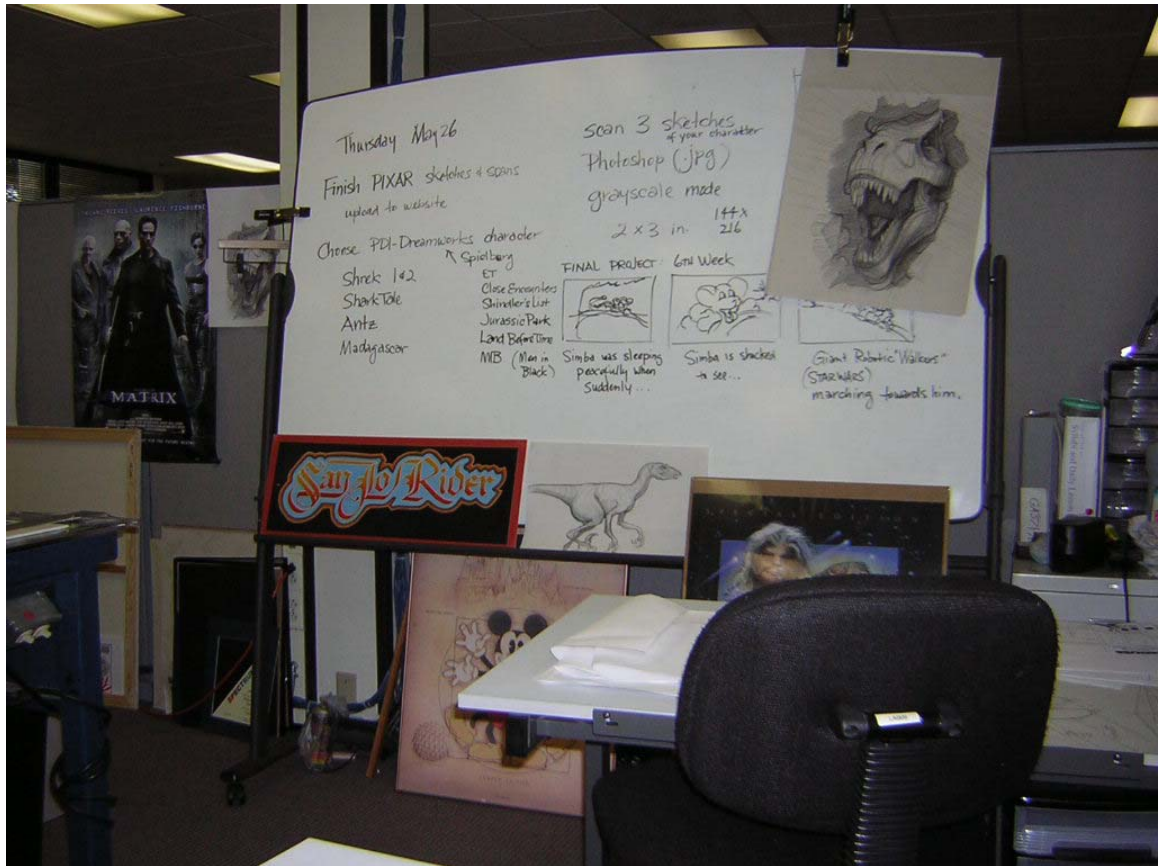


Simba was sleeping peacefully when suddenly...



Simba is shocked to see...









scan 3 sketches
of your character
Photoshop (.jpg)
grayscale mode

2 x 3 in. 144 x 216

FINAL PROJECT: 6th Week

Encounters
Character's List
Classic Park
Before Time



(Men in
Black)

Simba was sleeping
peacefully when
suddenly...



Simba is shocked
to see...



Giant Robotic "Walkers"
(STAR WARS)
marching towards him.



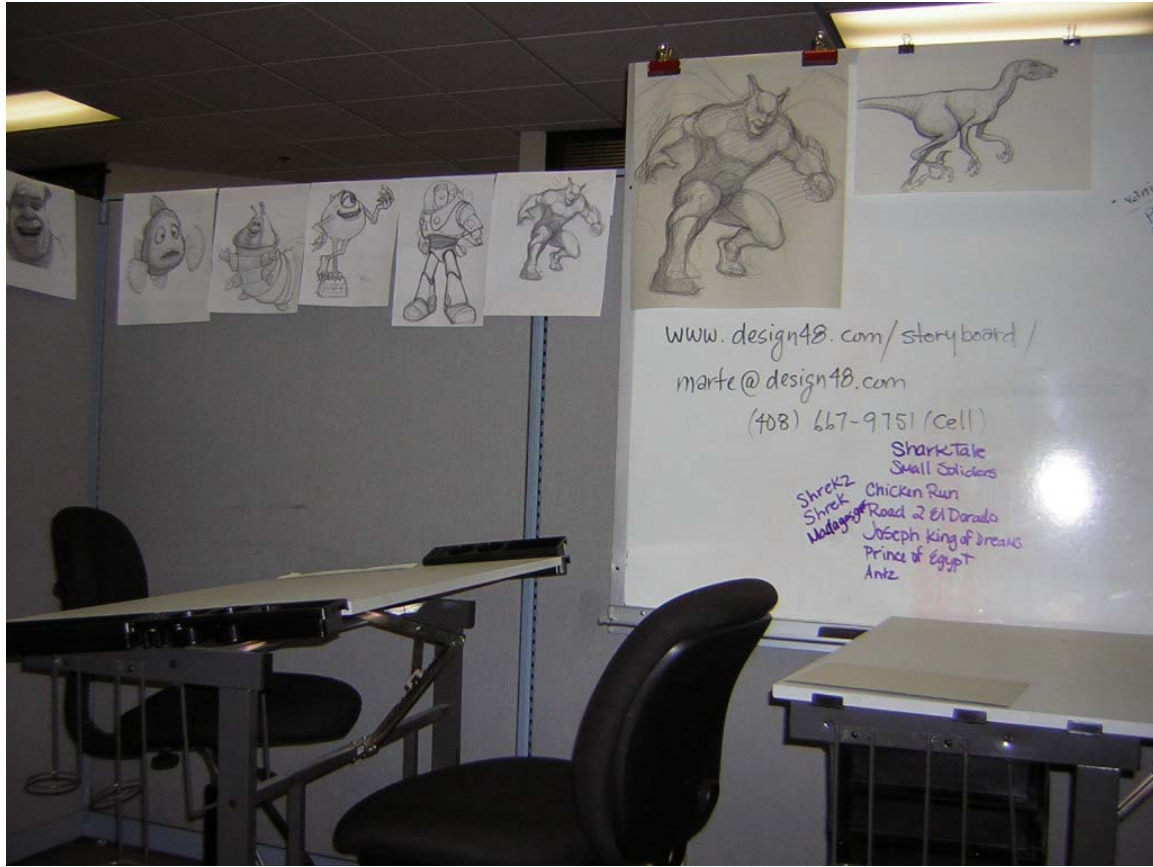












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Shrek Tale

Small Soldiers

Chicken Run

Shrek 2

Road to El Dorado

Shrek

Joseph King of Dreams

Madagascar

Prince of Egypt

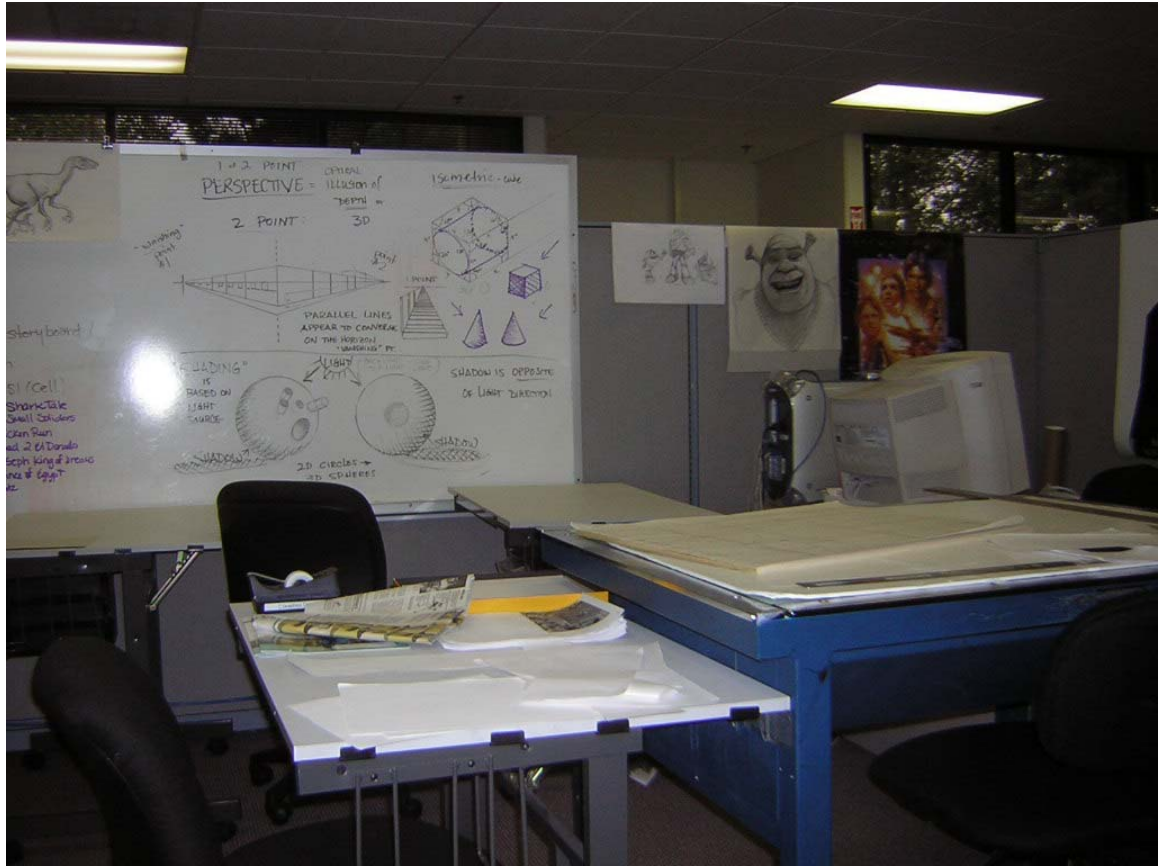
Antz



1 & 2 POINT PERSPECTIVE = CENTRAL ILLUSION OF DEPTH
2 POINT PERSPECTIVE
ISOMETRIC-CUBE
PARALLEL LINES APPEAR TO CONVERGE ON THE HORIZON
SHADING IS BASED ON LIGHT SOURCE
SHADOW IS OPPOSITE OF LIGHT DIRECTION

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Stereotale
Small Soldiers
Chicken Run
Road to El Dorado
Joseph King of Irons
Prince of Egypt
Antz





1 or 2 POINT PERSPECTIVE = OPTICAL ILLUSION of 3D

2 POINT

ISOMETRIC - ONE

PARALLEL LINES APPEAR TO CONVERGE ON THE HORIZON - VANISHING PT.

SHADING IS BASED ON LIGHT SOURCE

SHADOW IS OPPOSITE OF LIGHT DIRECTION

2D CIRCLES → 3D SQUARES

story board /

S / Cell

SHONICIA

Small Characters

Clay Sculpt

and 2 (2) Donald

Scoti King of Joromo

and # 8497

et



