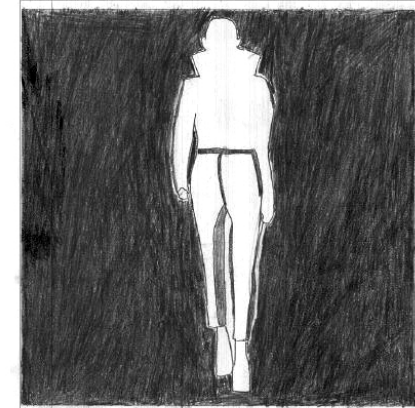
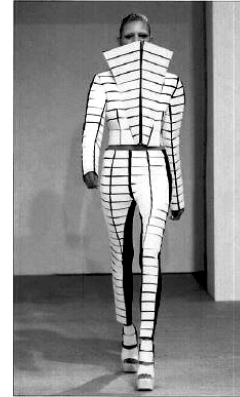


ASSIGNMENT 3.1

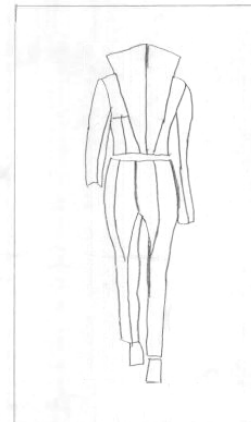
1 FASHION IMAGE - 4 DIAGRAMS

CREATE 4 DIAGRAMS:

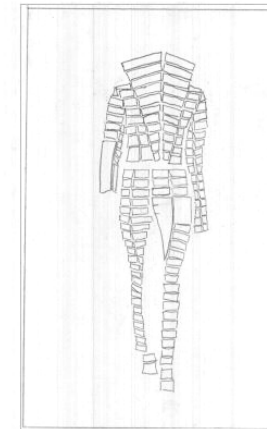
- 1 POSITIVE / NEGATIVE
- 2 BOUNDARY / OUTLINE
- 3 PATTERN / TEXTURE
- 4 GEOMETRIC LOGIC



POSITIVE VS. NEGATIVE

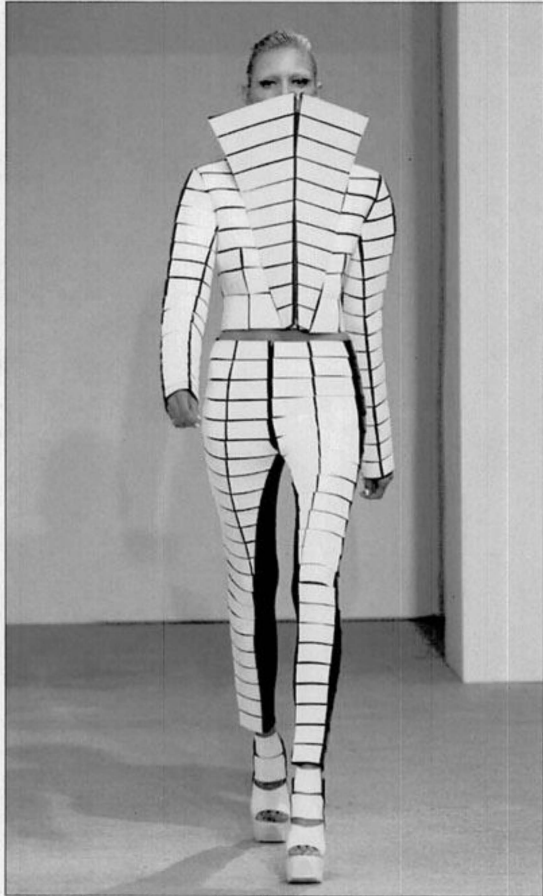


OUTLINE & BOUNDARY



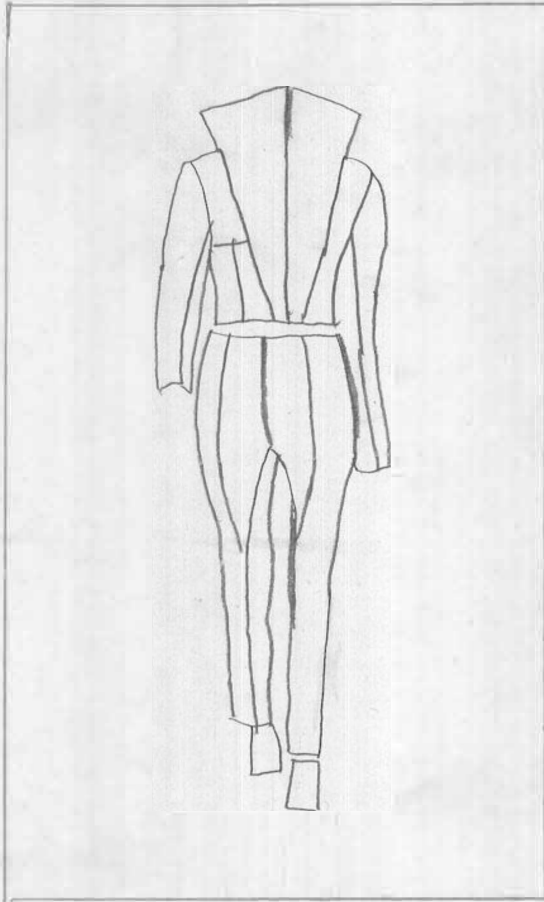
TEXTURE & PATTERN

EXAMPLE 1

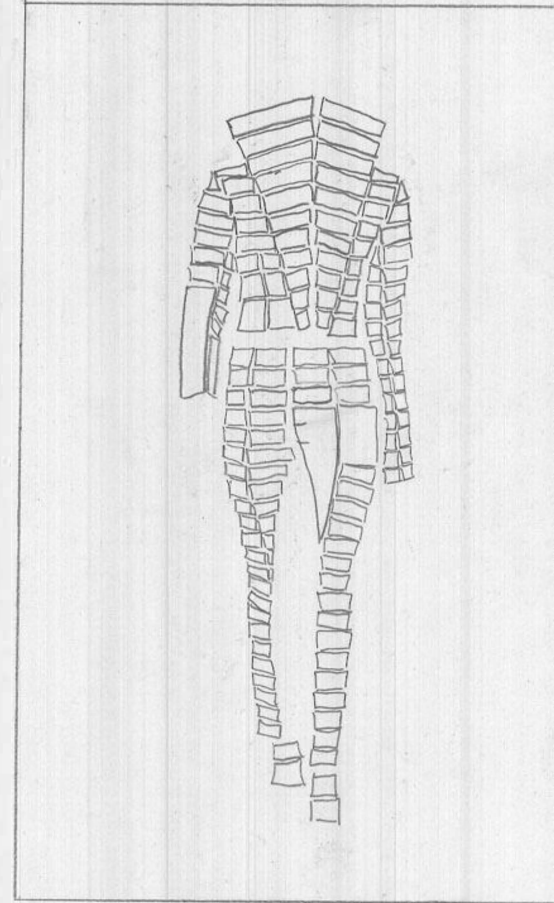


POSITIVE VS. NEGATIVE

EXAMPLE 1



OUTLINE & BOUNDARY -

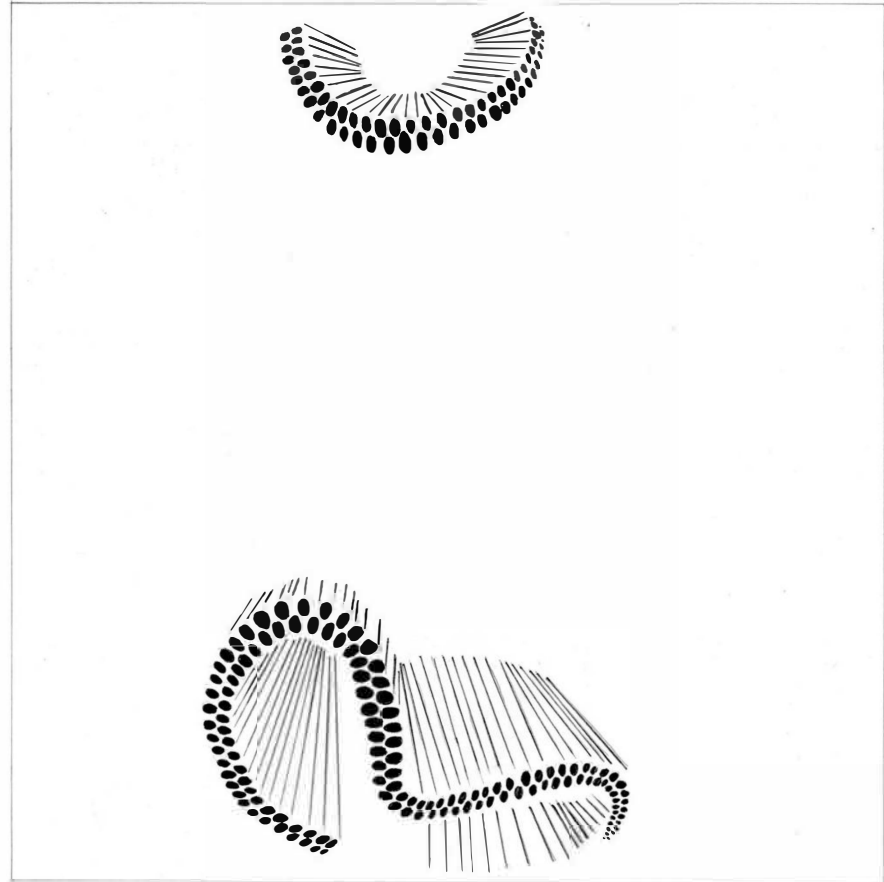


TEXTURE & PATTERN

EXAMPLE 2



EXAMPLE 2



PROCESS:

Choose an illustration that will serve as a base for further analysis.

1. Positive vs. Negative space drawing: Place a piece of trace over the image distributed during class and isolate what is an object vs. what is the space around it. See example below:



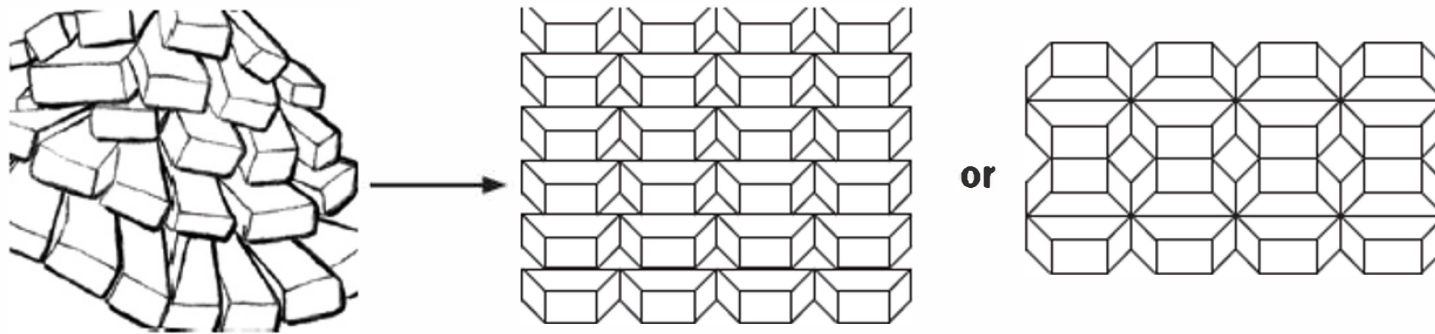
2. Outline and Boundary drawing: Place a piece of trace over the image and draw ONLY those things you can identify as an edge boundary.



3. Texture and Pattern drawing: Place a piece of trace over the image and draw ONLY those things you can identify as a texture or pattern.



4. Pattern geometry recognition: Place a piece of trace over the image and draw ONLY an isolated part of the image that you can identify as the pattern's geometrical logic. As a further step try to extract its logic and sketch it (the pattern geometry logic) in an abstract way.



READING: Theil, Philip. Visual Awareness and Design. pp. 68-81.

SKILLS: Analysis, free hand tracing, Drafting, Geometry recognition, scanning, formatting, composition, labeling, lettering.