

Graphic Design Principles II (COMD 1200, D150) Fall 2018

Professor: Patricia Childers pchilders1@mac.com

Letterform abstraction Week 1, Monday, August 27

Welcome

Syllabus

Discussion

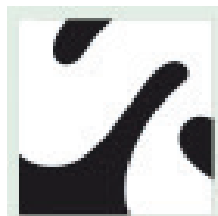
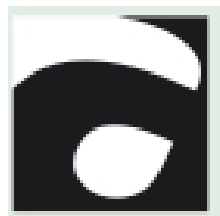
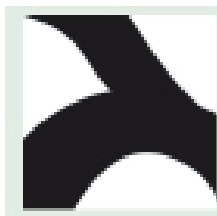
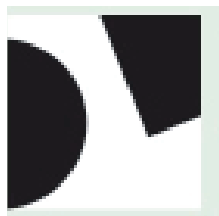
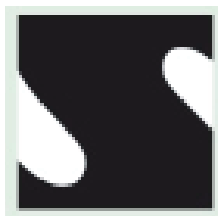
Principles of design

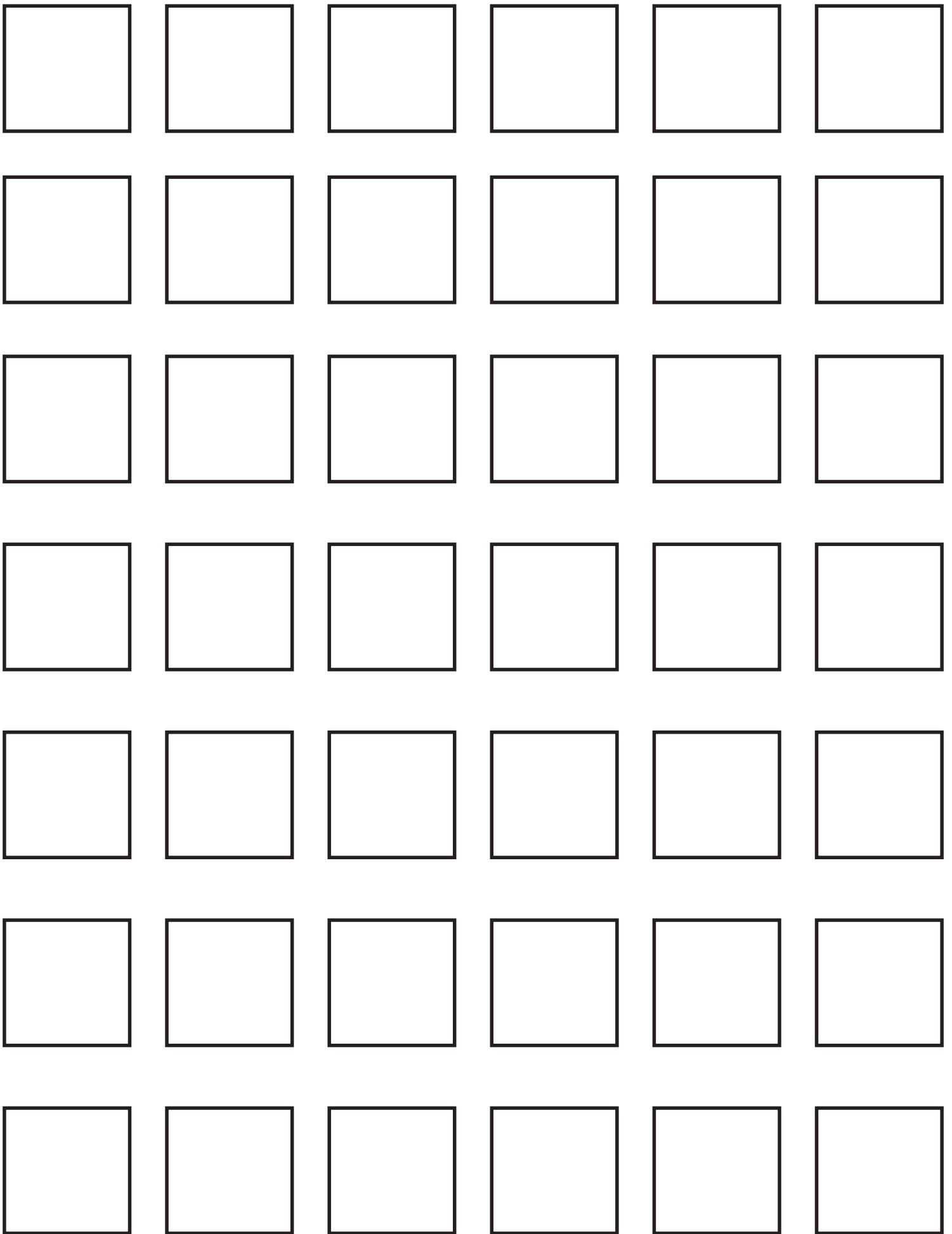
Assignment: Letterform abstraction

1. Choose 2-3 letters from a classical typeface, Baskerville, Caslon, Bembo, Helvetica, Franklin Gothic No Comic Sans, Hobo, Arial, script font, etc.
Print them out at 5" high.
2. Overlay your tracing paper on the squares on the back of this page and quickly trace the outlines.
This is your work area.
3. Create figure/ground compositions by closely cropping letters.
Lay the outlines on your tracing paper on top of the letterforms to decide how to crop.
Shift and turn the outline to isolate just enough of each letter to barely hint at its identity.
Examine the letter's forms and counter-forms, balance positive and negative space (black & white)
4. Using a thick black marker, trace the letterform in the square
Use solid form only, not line or outline Create 42 sketches
5. Vary the amount of cropping on each letterform, crop some so that you can't tell what the letter is.
6. Create 42 sketches, bring sketches to class on Thursday.

Thursday

1. Arrive in class on time.
2. Bring: 1) Sketch book for thumbnails and ideas: 8.5 x 11
2) Tracing paper
3) White artist's tape
4) 2 black markers: one wide point, one fine point.





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OPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
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