

Concept Development Continued...



JILLIAN TAMAKI

MTA ARTS FOR TRANSIT

LOGGERHEADS, AND HALF WORLD





ELCAF

WENT TO AN INSPIRING TALK BY:

Jillian Tamaki

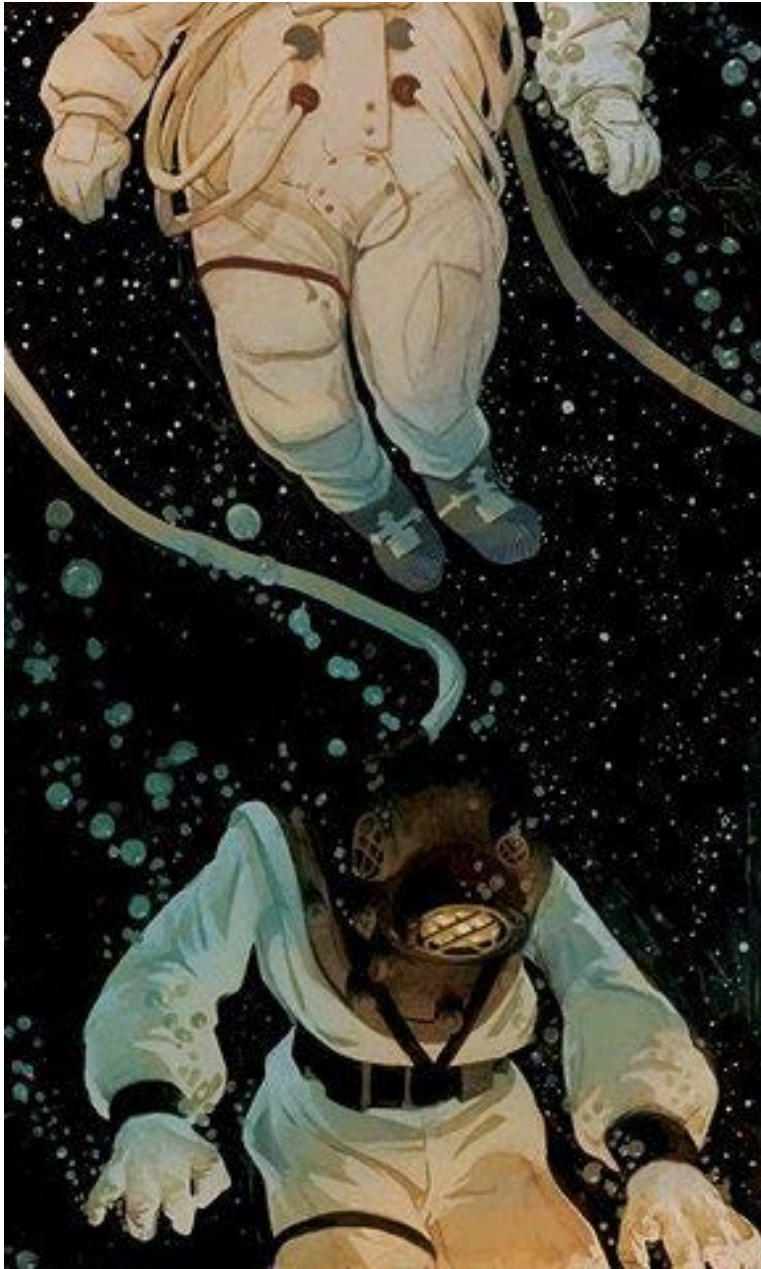
A SUPERCOOL COMICS ARTIST! ♥

“IT’S A HUGE COMPLIMENT -
WHEN PEOPLE SAY, IT DOESN’T
SEEM LIKE 2 PEOPLE MADE IT!”

REFERRING TO HER & MARIKO’S WORK

“I’M NOT JUST A HIRED
HAND TO BE CONTROLLED”

(WANTS TO COLLABORATE WITH CLIENTS
WHO RESPECT HER THOUGHT PROCESS)



IDEATION : Illustrator Sterling Hundley's idea generation process

STERLING HUNDLEY, DIVER DOWN



STERLING HUNDLEY, THE BENDS

Who's Who in Illustration: Review



THESE IMAGES REPRESENT THE DIFFERENT KEY ROLES INVOLVED IN COMMERCIAL ART.

WHO ARE THEY?

DESCRIBE THEIR JOB.

Illustration, typical workflow:

- The art director or client reaches out to the illustrator with an assignment and sets a timeline for delivery.
- The illustrator brainstorms multiple ways to successfully solve the visual problem.
- Through multiple thumbnail drawings the illustrator refines a great number of loose ideas into a few of their best ideas, sketched out clearly to share with their art director.
- The illustrator shares their best ideas with their art director.
- The art director gives the illustrator feedback.
- Integrating feedback, the illustrator creates a more detailed drawing of the agreed upon idea for their art director.
- This drawing is shared once more and the art director and illustrator then agree on a drawing to finalize.
- The illustrator creates the final art piece.
- The illustrator delivers final art to the art director according to the timeline they agreed upon in the beginning.
- The illustration is printed, published, or somehow sent out into the world, brought to life through use in its intended context.
- The illustrator finally rests.

Thumbnails: The Revision Process

This scene, from the reality TV show "Chopped," probably looks pretty familiar. We've all seen it, or some other show structured like it.



Multiple contestants try to make it through rounds of challenges and feedback, as the weakest competitors are eliminated periodically through some form of judgment.

The show starts with many candidates, all have an equal chance at winning.
But over time only the strongest one survives.



And of course the rest are "Chopped!"



From Concept To Final

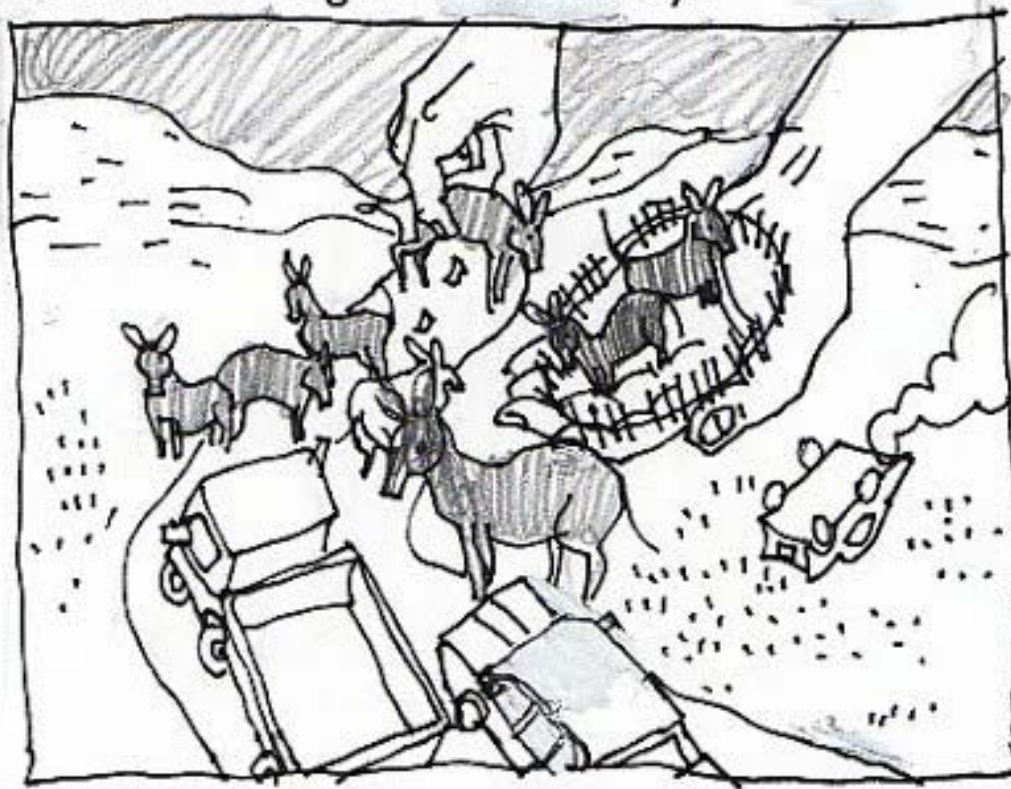


RED NOSE STUDIO, *FLIGHT TIGHT CONCEPT SKETCH & COLOR COMP.*

To help us understand the level of finish we should be looking to achieve at each stage within our own process work, let's examine the work processes of a few other illustrators.



I. Domesticating the wild donkeys



VICTO NGAI , TIGHT CONCEPT SKETCH



VICTO NGAI , *FINAL PENCIL*



VICTO NGAI ,DOMESTICATING WILD DONKEYS - *FINAL ART*

Class Timeline

- Assignment 1: CONCEPT SKETCHES DUE TODAY.
By end of class – Identify Concept for FINAL
- Final Pencil Drawing DUE: 3/7
Drawing should be submitted to DROPBOX
Drawing must be scanned at 300 DPI for class.
- TRIP NEXT WEEK 2/ 21 2:30 – 6pm
Blog Post Due 2/28
- Assignment 2: Thumbnails DUE 2/28 **openlab**
- Assignment 2: Concept Sketches due 3/7
- Assignment 2: Final Pencil Drawings due 3/14
Drawing should be submitted to DROPBOX
Drawing must be scanned at 300 DPI for class.
- MIDTERM: **PROJECT 1 DUE with in class presentation**

Object transformation & Silhouette

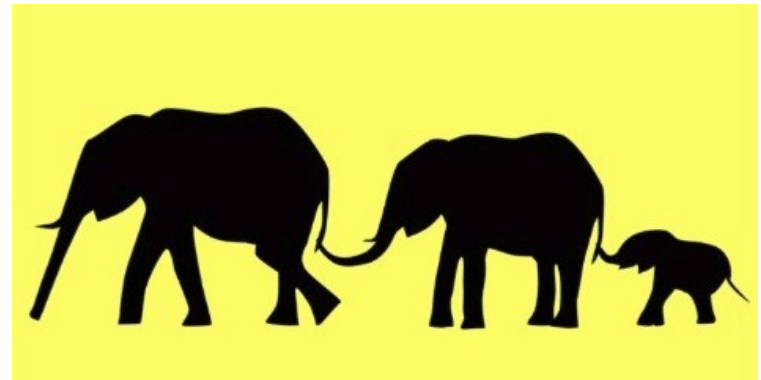


Double-page spread from *Cloud Boy* by author/illustrator Rhode Montijo

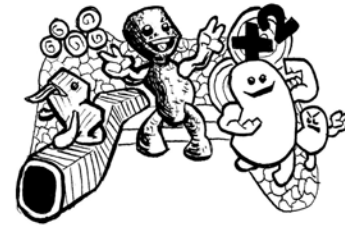


A silhouette is the image of a person, object, or scene represented as a solid shape—usually in black—against a single color.

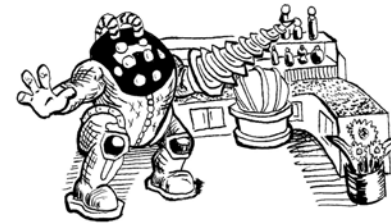
In order to transform an object, you must first study its silhouette, or outline, with the same kind of mindset you use while looking up at clouds.



A theme is a recurring narrative, concept, or motif.



What theme is being explored in this series of images?



Besides the theme, what else is linking these spot illustrations?



Assignment 2- Object Transformation

Collection of themed spot Illustrations:

- Your client has asked for a **collection of illustrations on one theme**.
 - Each illustration must relate thematically to the other illustrations as well as share an overall silhouette.
-
- For this assignment, you'll choose an object, then sketch other objects that conceptually relate to your first, original object.
 - Once you have the objects you like best, you'll design them to mimic the shape of your original object.
 - Remember to find do your research and find photo reference.
 - The individual design of each of your objects should provide a unique and intriguing first and second read. The first read should be as a well drawn spot illustration ; the second read of the object should be **more** interesting, surprising, humorous, clever, or elegant when related to the other objects in the series.

Assignment Process:

Stage 1:
BRAINSTORM,
Research and Ideation
(not shown)

Stage 2: Thumbnail
Sketches



Shield



Tower



Knight



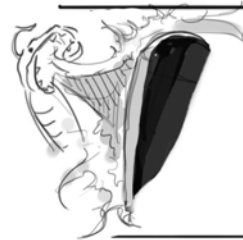
Cave



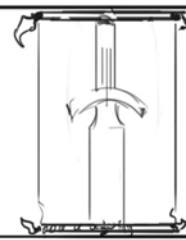
Dragon



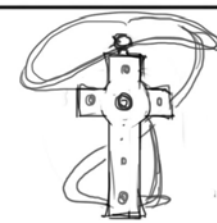
Grave



battle



Tapestry



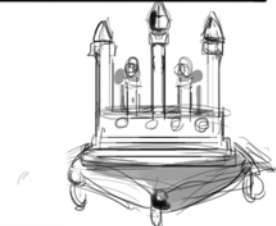
Gothic Cross



Goblet



Coin Purse



Crown

Stage 3:
Final Pencil Sketch
(not shown)



Stage 4:
Inked Final Illustration

