# PROJECT 1: GEOMETRIC LANDSCAPE

Fully rendered images, with realistic light, shadow and texture, are great and have their place but sometimes it's nice to get back to bare bones and treat an image more as a graphic than anything else. Apart from being fun and therapeutic it can also aid understanding of form and structure. This type of illustration also usually features a limited color palette.

For this project, you will create a geometric illustration of a building or landmark of your choosing. By "geometric illustration," I am referring to a simple shape-based style where complex organic shapes are reduced to more basic, symmetrical forms. I strongly recommend using rules to define minimum shape sizes, angles, and types of shapes. This will help your final illustration achieve a consistent look. As you refine your illustration, take it to the next level with a pleasing color scheme and a style that conveys a feeling of personality. Remember, a good amount of trial and error will be required to determine what feels right — working with minimal shapes and maintaining recognition can be tricky to accomplish.



## INSTRUCTIONS

1. Brainstorm about possible architectural buildings/monuments to use for your project. What might make for the most interesting project? I recommend you create a pinterest board or similar mood board to gather images for inspiration and reference.

2. Begin sketching ideas for your chosen items. You need to create a minimum of four sketches for the project. They don't have to all be of the same building or landmark. Begin thinking about how the building or landmark will be broken down into geometric forms. I do recommend you work on the shape breakdown on the landmark on paper before moving digitally. Determine a color palette for the project. A limited color palette is recommended.

3. Review your sketches with me. Decide which ones you would like to pursue for your final compositions.

4. Scan your sketch to use as reference when creating your digital file.

5. Create a new file in Adobe Illustrator. The file should have an artboard that is 11" x 14". Be sure to set up your color palette in Illustrator to make it easier for you to work. Create your building or landmark in Illustrator using basic geometric forms. You will want to put in a simple background of a color or, if appropriate, a basic texture.

6. When completed, print out the artboard with crop marks. Cut the page to size. Mount your project on black foam core that is cut to 13" x 16". The project should have a 1" border around it.

7. Place a label on the back of each board as per the syllabus and a cover.

## SUBMISSION GUIDELINES

Project will be presented in mounted form. The final project will be 11" x 14". It should be mounted on a 13" x 16" piece of black foam core. You should mount each solution with a 1" margin all around. Be sure to put a label on the back with all info as specified in the syllabus and a cover to protect it. Remember that craft counts in your final grade.

Digital copies of your files should be uploaded to class shares inside a folder called Project 1. The file should be called:

lastname_art233_project1.ai
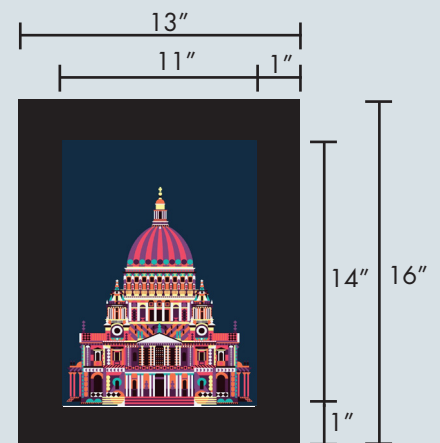


## DUE DATES

**Project should be submitted at the start of class on January 21.** We will critique the projects in class. Please be prepared to participate in the critique and explain your work.

## QUESTIONS

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**Office Hours:**
Monday: 5:00 - 6:30 pm
Tuesday: 6:00 - 6:30 pm
Thursday: 6:00 - 6:30 pm