

Planar Portrait

Illustration - Realism

Rationale: Understanding tonality is a critical aspect of design and requires a well trained eye. In this project you will develop your drawing skills as well as exploring the differences in creating artwork in various programs such as Photoshop which uses a bitmapped images format and Illustrator which uses vectors.
What is the difference, and why would you use one or the other?

Objectives: In this project you will develop a realistic planar portrait from a photograph. Decide what tones will be reduced to black and which tones will be represented as white. Unlike a computer a designer can chose different cut off points for different elements within the photograph such as skin, hair, and fabrics, depending on the designers professional judgment.

Process:

- Select a photograph. (must have high contrast)
- Sketch the tones as either black or white. (*use tracing paper*)
- Make refinements to your sketches based off of feed back.

Procedure:

- Develop an original Planar Portrait by hand
- Digitize your portrait and clean it up in Photoshop
- Recreate your portrait in Illustrator
- Save your files in the program default as well as a PDF to print

Project Sample:

