
Cyborg Creature

Drawing and Imaging, M. Vote

The New School

Nov 10th

Overview and Objectives

Exploration of human form in relation to Machined Geometries and proportion thinking in the way of Orthogonal drawings, students will conceive of a Robot like human form by drawing initially in a paraline manor then adding soft organic shapes found in the human body from in image bank and other collected sources.

Activities

1. Drawing "Robot" like figure on large format paper.
2. Photograph or Scan Drawing. (make sure it is a really good image!)
3. Collect Images of body parts, faces hands etc. to add to figure in photoshop.
4. Collect the opposite- Machined elements that could reference the body as well, collage to drawing in Photoshop
5. Alter the piece further using Photoshop, exploring the ability to, add shapes, form and texture to planes in space.
6. Print out the digital version.
7. (Optional) Alter further through methods of collaged or implied texture (materials)

Materials and Methods

Illustration Board or Bristol, Pencil, Ink, Gouache, Cliplight, Camera, Scanner, Photoshop, Illustrator

Other Resources

Presentations:

Drawing Systems: Orthogonal and Parraline,

Hans Bellmer, Albrecht Durer, Robert Gober, Geometrical Figure Drawing. Masks, Latin American, Exquisite Corpse figures

Evaluation

Original Drawing: Figure from life with superimposed orthogonal elements.

Due Nov. 17th:

Printed version of Photoshop Altered Drawing (300ppi, approximately 8"x10") And Post on Learning Portfolio.