

ANM 324 Project 2-Variations

This was a very challenging project because it demands an understanding of layers, closed shapes and the unique features of the pen tool. It also requires that you understand the relationship of elements in a scene as well as how light affects the scene. In addition, you had to learn about color palettes and how to apply different colors to your interior. You all have begun to see the incredible potential of Illustrator....the possibilities are endless. I appreciate everyone's efforts on this project...keep up the good work!

Here's my general grading criteria for this project:

95-100-drawing is accurate, demonstrates good control of tools and includes accurate lighting effects, used of named layers and accurate color (high level of difficulty)

90-95-drawing is accurate, shows adequate control of tools lighting and fills considered but not complete or accurate. Layers used effectively

85-90-drawing is accurate, fills not complete with open shapes and lighting not adequately considered. Color palettes not accurately identified.

80-85-drawing and use of tools lacks control, lighting not adequately considered. Only submitted one file instead of required two.

70-80-drawing not controlled, lighting not considered did not meet requirements

Late -10

No Group Critique -5

Frazier Group

Johanna Leap Wow! Your room interior looks beautiful...I am particularly impressed with the glass table. You've used transparence to illustrate the thick glass (maybe plastic) perfectly. Oh, that vase with flowers is well done too. The coloration is strong in both the monochromatic analogous versions., but the analogous is actually a monochromatic! You've incorporated shadows to add consistency with the lighting and give the room volume. My only suggestion is to consider reapplying the gradients on the armchair. The arm closest and sides of chair are creating an odd optical illusion. Those surfaces are exposed to the same light so they should be similarly colorized with the gradient, except for a slight shadow where the arm overhangs. I also see your use of a texture...this typically doesn't work very well because the texture fills don't show perspective. I'm pleasantly surprised to see that it worked for you!

Stephanie McVey

The monochromatic version of your interior is definitely the most successful. This is largely due to the less intense texture. It's kind of overpowering the analogous version and textures, as I have mentioned in other students critiques, don't show perspective unless they are edited extensively. You have incorporated good lighting. The bookshelf looks great as do the vases on the shelf. The drop shadow on the "plant" would actually be indented where it goes back to the wall rather than being consistent. This is tricky and probably best illustrated with a blurred series of

strokes. Oh...yeah, I love the reflection of the vase and lamp on the floor...the textured floor might not actually reflect but I like it anyway. It's less intense on the monochromatic version. It would be a strong added feature to show some subtle illumination from the lamp. That may not have been in the original image but you were free to embellish if desired.

Saber Polouei You submitted two files but they are exactly the same and not identified by a specific color palette. I guess I would call the color scheme neutral or closest to being monochromatic. The original image had some good elements to illustrate with the storage/cabinets and interesting detail in the candelabra, frames and TV. The overall illustration is a little rough. In looking at the layers you had to do a lot of extra drawing to create the shapes and fills behind them. Is it possible that this was autotraced? Even if autotraced, I would expect to see more well defined highlights and shadows to add realism to the interior. There are also areas where the background artboard is showing through. To fix this you have to modify or expand shapes to meet or overlap. You will be much more successful with illustrator if you practice the pen tool skills. No group feedback.

Nicholas Yorks Your interior is very dramatic with the cityscape in the background. I like the "shade" version best..it's actually a monochromatic of dark brown. The chair is especially well drawn and the lighting effects look realistic...very nicely illustrated. Something is a little "off" with the perspective on the bookcase..isn't it slanted in the wrong direction...looks normal in the template but you apparently didn't follow it? I understand your impression of the flames, but they are too well defined. I would recommend blurring them with the Effect>Blur>Gaussian Blur which you can control very precisely. The complimentary color palette, with gradients, is very intense..especially on the chair. As a result, it doesn't have as realistic a lighting treatment in comparison with the monochromatic version.

Jenah Naylor Your interior looks a little sparse compared to the original image...I would have like to have seen how you handled a little more of the detail on those shelves. What you have illustrated is good..the couch is especially well drawn and looks soft and inviting. The shelves are also precisely drawn and the round table with vase is very good. The table shows excellent lighting effects from the lamp in the corner. While your blur off the shelves works there would still be a stronger, more well defined shadow right under the shelf to show that is attached to the wall. As is some look like they are floating. The base of the lamp should be darker at the leading edge to ground firmly on the floor. You've used layers effectively to organize your room and your drawing skills look very good. I suspect you may have just run out of time to complete the illustration to the level you may have originally planned.

Rosenwald Group

Katherine Case-Your interior is interesting with the bike peaking out behind the back wall. Some of the features, like the chair and textured fills, give it the appearance of a collage. Because the textures don't recede or show perspective they are "flat" compared to the gradient in the surrounding wall. I think the illustration

would have been more successful with a color or gradient fill on the floor. I like the treatment you've given the bike..looks tubular and metallic. The end of the couch has form (gradients) that implies that there is light coming from the right, which is reinforced with the cast shadows off the legs in the triadic version. It would have been more interesting and challenging if you had added some light from the fixture above to illuminate the chair and add the resulting lighting effects.

Bao Her Although your room has limited detail, the illustration of the couch and frames is very well done. You've used named layers to effectively arrange and "stack" content. I especially like the treatment of the cushions..the relaxed arrangement and use of gradients gives them a very realistic look. Lighting effects are strong and accurate..the frames and wall to the right clearly show a strong direct light from that direction. My only concern is that the file color palettes are not named correctly...any triadic of orange should have a green/purple with it and a triadic of purple should have a green/yellow combination. Did you try the Color Guide? It's a great resource for harmonious color palettes.

Matthew Leddy I'm impressed with the strong, crisp structure of the windows and walls in your living room. The light coming in from those windows is bathing the room in light, which is reinforced with cast shadows off the wall hanging. The detail in the external view and plant are exceptional. The couches and table are well drawn but would be more effective without a stroke..you may have been trying to show the upholstery edge, but the stroke is so fine it appears more like an outline. With such strong lighting on interior walls/windows I would expect more consistent shadows cast from the edges of the coffee table. The legs of the couches should also have a more well-defined shadow, off the feet, to ground them visually on the floor. Your complimentary palette is good but the monochromatic should be either based on yellow or green and tints of just that color. As is, it's an analogous palette.

Calvin Moore Your interior is very "painterly" but hasn't taken advantage of the unique features of vector art. It's the impression of the room rather than the details...I still like it but would have like to have seen your drawing skills with Illustrator. Using wide brush strokes for fill and background colors with overlaid strokes is a technique that is often used for fashion illustration, where impression, not precision is required. I would still expect to see lighting effects with highlights and shadows to give the room and features more depth/volume. The color palette is not quite analogous (adjacent colors on the wheel) but more complimentary of red/green with tints. You submitted one file. No group critique.

John Nguyen I agree the neutral or grayscale version of the interior is more effective and illustrates the lighting effects more clearly. You have excellent detail in your scene..I particularly like the chairs and lamps. The lighting from above clearly illuminates those seats and the counter top where you've used gradients very effectively. You've also included good detail in the refrigerator. Perhaps the weakest area is the base of the stools, which are not grounded and are unrealistically thin. You could try a thick stroke with gradient fill along three sides or a drop shadow

that's not blurred to illustrate the edge. Drop shadows can be very precisely positioned in the effects>stylize>drop shadow menu. Late.

Christina Stayton Wow! Your interior is amazing...the detail and color makes the room come to life. You clearly have command of the tools and a good sense of lighting that adds volume and depth. My only suggestion would be to add a slight shadow to the hall tree on left to ground on the floor. It might also be interesting to show the light from the huge opening coming in further onto the center of the floor. The easiest way to do this would be to draw a trapezoid shape that expands from the door, fill with white or light tint, blur and adjust transparency to the desired level. Very impressive work!

Kroencke Group

Richard Conley The living room you chose to illustrate has a variety of structural elements and you've used named layers to organize the drawing, as well as demonstrated good basic drawing skills. You've included a couple lighting effects with a shadow off the vase and a hint of shadow under the couch. The interior still looks rather flat. It needs a few more shadows or variation in the color fill. The interior sides of the couch ends are lighter, which helps add depth. I would recommend continuing with a tints or gradient on the back. This and a variation of tints on the wall would add to the room's more volume. The books and vases on the shelf could have a hint of shadow or highlight to bring them to life. Your files were not named correctly for their harmonious color palette and you did not complete the group critique.

Ernest Karchmit Your interior is bold with excellent detail...the monochromatic version has much better lighting effects than the complimentary. The bedside lamps and tables are especially well done. The bed looks a little hard...perhaps some color differentials (more tints) would help define the surfaces. Lighting is strong and especially well illustrated with the gradients on the walls and ceiling...looks great! I would expect to see a shadow under the bed and off the leg at left to ground it on the surface. The lamp on the left would also cast a shadow onto the bed. I mention these because I know you're a serious illustrator and want to improve your skills. By the way, the complimentary palette is not accurate. Red/Green or Blue/Orange are true compliments.

Crystal Moore-Woah...the detail in your interior is amazing! I especially like the monochromatic version which is a little more pleasing to the eye than the rather harsh complimentary interior. You've included a variety of accessories, along with the structure and furniture in the room. The lamps and vases are really well done. The lighting effects are a little inconsistent...There's good strong light coming from the left that's illuminating the bench on left...the bottles/vases on the table have drop shadows which don't ground them on the table as accurately as they would be with a more well defined cast shadow. The gradients applied to the panels on the table are lifting those pieces..a more subtle gradient would flatten the surface. Overall the interior demonstrates good skill and excellent use of layers.

Omonivie Okhade Wow-Your interiors are beautifully illustrated. The detail, lighting and application of color is excellent. I particularly like the light, monitor and wall hanging in the far corner. You've demonstrated outstanding skill with the drawing tools. My only suggestion is to add more consistent shadows to the monochromatic version. The monochromatic palette is not quite accurate..as is, it's more of an analogous palette. I'm very impressed and look forward to seeing future work.

Sarah Trattner Wow-your color palettes are very striking but I don't think the texture fills are as effective as a gradient. The problem with textures is that they are two dimensional (flat)..there are some advanced techniques for distorting them, but I wouldn't expect you to use them at this point. The triadic illustration is more pleasing to the eye because the textures are more muted and the lamp has a rounded shape. The detail in the chairs and other furniture is very good and shows good skill with the drawing tools. Lighting effects are not as consistent as I'd like to see..the chair tops do show highlights and I can see some very soft shadows under the swivel chair and counter ledge. The interior structure would be more effective with lighting effects to give it volume. Late.

Anita Kunz Group

Sheryl Conley Your interior has some strong elements. I particularly like the lighting effects showing the light streaming in through the windows. There's another reflection on the floor that looks like a bookcase but I don't see the source..looks rather odd. The couch is the central image...it looks rather flat with solid color fills..this would be a good place to use gradients to define the couch surfaces and also show that light coming from the right. That plat is very well drawing but might be nice for it to have a shadow against the wall. You have not named the files with the harmonious color palette you used..they are both closest to being analogous. No group critique.

Temperance Bonner I think the monochromatic version has more depth and stronger lighting effects than the complementary. Both illustrations demonstrate excellent use of layers good skill with the drawing tools. Details, such as the side table to the left of the couch and the tripod are excellent but I would expect to see a little more detail in the plant-like shape on the round table. The tripod shadow is way too well defined in the complementary file. I get the sense of light coming in the window, almost moonlight, which illuminates the surfaces. The shadow off the base of the chair looks good but the shadow off the cylinder tables is too pointed, it should be more like the chair shadow and emerge from the sides of the cylinders. Your color palettes are correctly named and you've used layering very effectively to arrange your interior's content.

Thomas Manues Wow! Your illustration was one of the most successful in class. I especially like the complimentary version based on blue/orange. You've

incorporated excellent detail. The set of drawers built-in to the steps is illustrated and colored very effectively. My only suggestion with the drawing is to consider not using as thick a stroke or maybe no stroke in the floor. Those lines, in combination with the gradients, make the floorboards a bit unnatural looking. Lighting effects elsewhere are really well done. That upper loft area is great. Overall, you've done an outstanding job with this project. No group critique submitted.

Luisa Morco Your interior has a wonderful depth that's been created with the layering, highlights and shadows. You clearly have gained good skill with the drawing tools. I'm especially impressed with the detail in the stool, table in the background and the variety of accessories. The lighting effects are very strong. The table lamp, with reflection in the framed object behind is very impressive. The only additional lighting effect would be a shadow off the cup and bowl on the round table..oh, and shouldn't the vertical support on that table be dark on the inside to be consistent with the dark cast shadow. I know, I'm being picky, but you have really interpreted the lighting beautifully in all other areas. You only submitted one color file and did not complete the group critique.

Heather Bell What an interesting interior...a kitchen with a wall of mirrors.. You've done a good job of illustrating that mirrored wall and there's good perspective in the paneled walls and backdrop behind the island. You have included some lighting effects with shadows visible on the floor, wall next to island and in the stairwell on the right. You're off to a good start but I would like to see a few more of the accessories that are shown in the original template...as is, the room is a bit empty. You did not identify your file with the color palette you used. It's basically a grayscale monochromatic. The project also required a second file in a different color palette.