

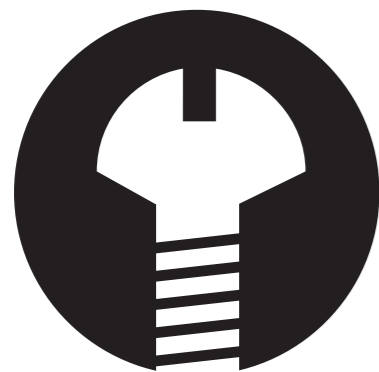
COM 232 WORKSHEET

Name:

Using a real-world object, we will develop an icon which is the basis for logo creations. The task is to simplify the object which still vividly conveys its meaning to the viewer. This kind of image-creation is about visually editing the subject's form down to its essentials: selecting an area from its whole as a focus of our experimentation. The idea is to stylistically render details taken from only a tiny portion of an object's entirety.

Steps:

1. Identify an object's essentials.
2. Select the object's focal point.
3. Thumbnail sketch a few ideas.
4. Render the final in black and white (with a marker pen).
5. Experiment with colors (limit to 2).



Thumbnail sketches

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Thumbnail sketches

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Refined thumbnails

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Finalized thumbnail in b/w

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Finalized thumbnail in 1 color

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Finalized thumbnail in 2 colors

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