

Quarter 4 Sketchbook Assignments

Mr. Weisbrod

Video Game Map: Due 5/4

For this sketchbook, you will be doing something very different: You will be designing a “map” for your video game. You will need to include features that you want in your game. For simplicity’s sake, your game will need to be outside in some kind of a terrain. You can include water and mountains. Your map should have some kind of “legend,” or a series of symbols that will show the viewer what things on the map represent. Color may also help this a lot. I will talk about using colored pencils to help your map be more readable. **Make sure you check my website for examples.**

Video Game Enemy: Due 5/10

In your game, you will be chased by some kind of enemy. Your enemy must be some kind of a person. This is because we will be using a program called **FUSE** to create a 3d person. Normally this is very hard, but with Fuse it becomes a lot easier. I will show you Fuse and give you examples before the sketch is due. **You will need to sketch your enemy from the front, side, and back! Make sure you check my website for examples!!**

Old Technology: Due 5/24

Look for the oldest piece of technology you can find in your house. *Really* old (not a computer or iPod)! Find something like an old typewriter, or a gardening tool. Place it next to a window or strong light in order to get well-defined shadows and highlights. Then zoom in on one particular portion of the tool and then draw it, with FULL VALUES. **Sketches without values (line drawings) will not get full credit.**

Self-Portrait: Due 6/7

Look at your own face in a mirror. Put your face near a strong light coming from **the side**, at an interesting and somewhat unusual angle. (The light must be coming from somewhere other than above your face!) Do a full-page **value study** of your own face with unique lighting. **Sketches without values (i.e. line drawings) will not get full credit.**