

Emerging Order

Realism to Abstraction metamorphosis/Exquisite Corpse

The Set-up:

1. Take one pair of drawings of your choice from the Sketchbook assignment for week 5. (This is a drawing from the field trip and a new drawing of the same subject using Klee's approach). Using pencil, redraw each on a sheet of punched animation paper.
2. In the lower left corners, label the original drawing R and the Klee-informed drawing A.
3. Take A, and using a third piece of animation paper, make a geometric breakdown of it in pencil, further abstracting it into simple lines and shapes. These lines and shapes do not have to be in the same position, or be of the same scale as the original. Label this drawing G in the lower left corner.
4. Trace a copy of G.
5. Put your name on the original and your number on both, in the lower right corners. Pass the copy to the person whose number is one below yours.

Animating the sequence:

You now have four drawings: Your realist original (R), your Klee-informed sketch (A), your geometric breakdown (G_1) and your neighbor's geometric breakdown (G_2). You will animate a sequence using these four drawings as key frames in this order: (G_1) to (A) to (R) to (G_2). Here are the guidelines for your animation:

- At some point in the sequence, parts of the image must touch 3 sides of the frame simultaneously.
- Your whole sequence must be at least 30 drawings long. There is no maximum.
- Use separate pieces of paper to sketch paths of action and time out the increments of change for each of the three parts of the sequence.
- Make additional key frames as needed.
- Use at least one other color besides the line color. (wait until all your animation is done to add the color!)
- Do not alter the original drawings in any way. To add color or ink the lines, animate that change over time.
- Use the Lunchbox (in the Design Lab or in the 2d labs) to test the animation as you go.
- When finished, number your drawings in the lower left corner starting from your geometric breakdown and ending with your neighbor's geometric breakdown.

If you want more paper, you can purchase it in the bookstore: 16 lb. Cascade Bond. You'll need to punch it, so use the punches in the 2d labs, or ask the animation lab aides for help during their office hours. Do not punch more than 5 sheets of paper at a time.

Completed sequences are due first thing Thursday morning 11/10. It will be shot beginning that day, so you must complete it and turn it in by that time. We will screen the complete work by Thursday 11/15. You will have time to work on this in class on Tuesday, 11/8.