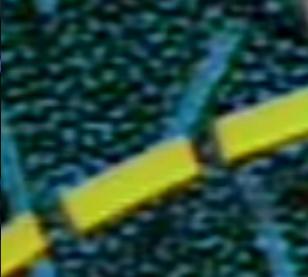
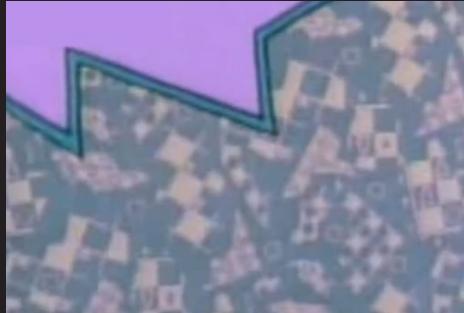


Abstract Self-Portrait Process Book

Zoe Astra
-ITGM 220-

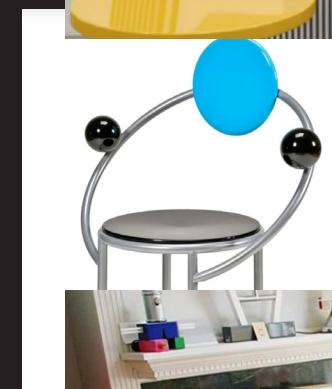
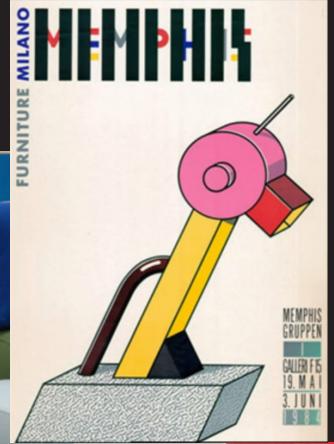
Mood Boards



K L a S K Y
G S U P R O INC.

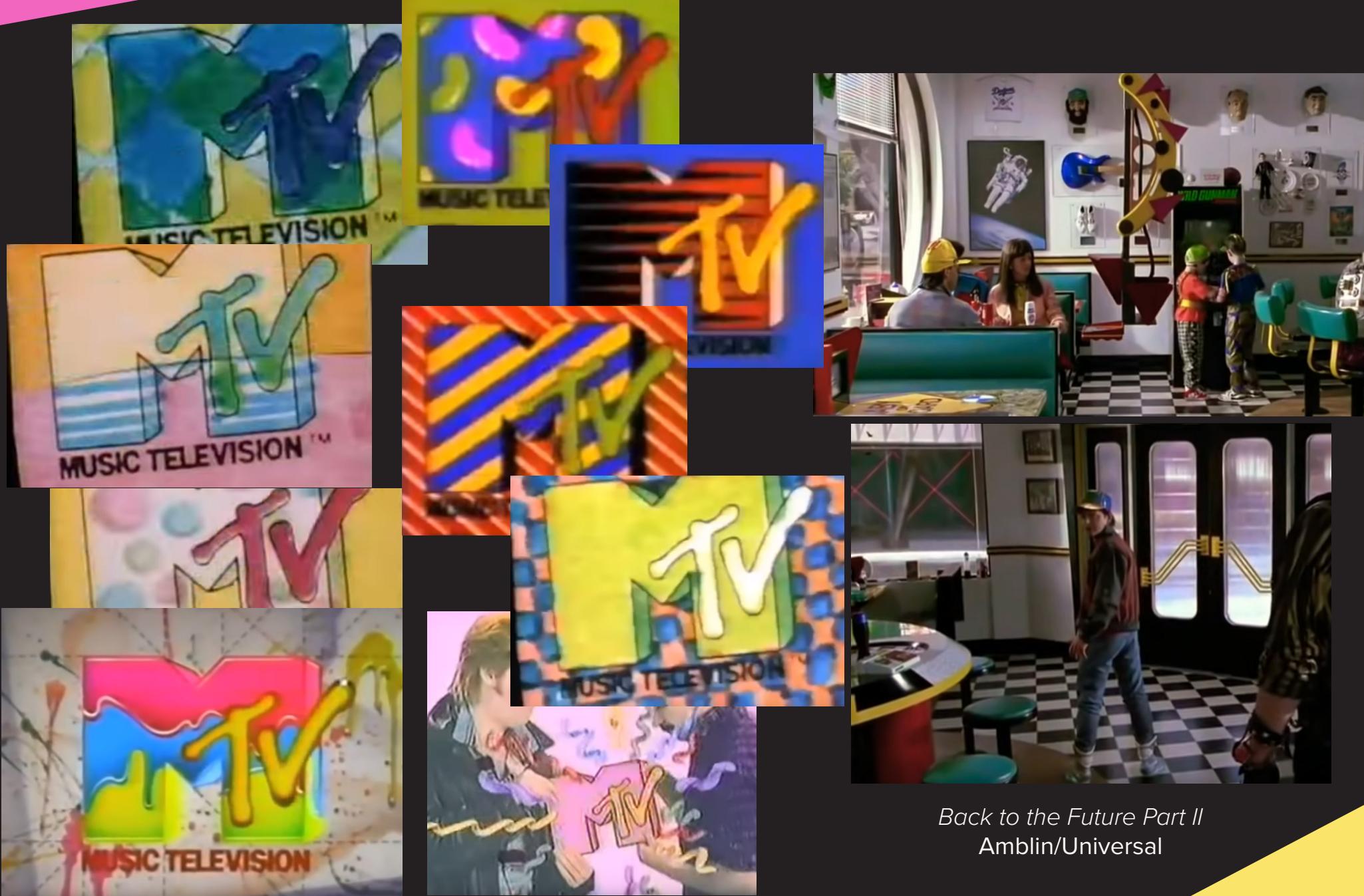
Rugrats
Klasky Csupo

Saved By the Bell
NBC



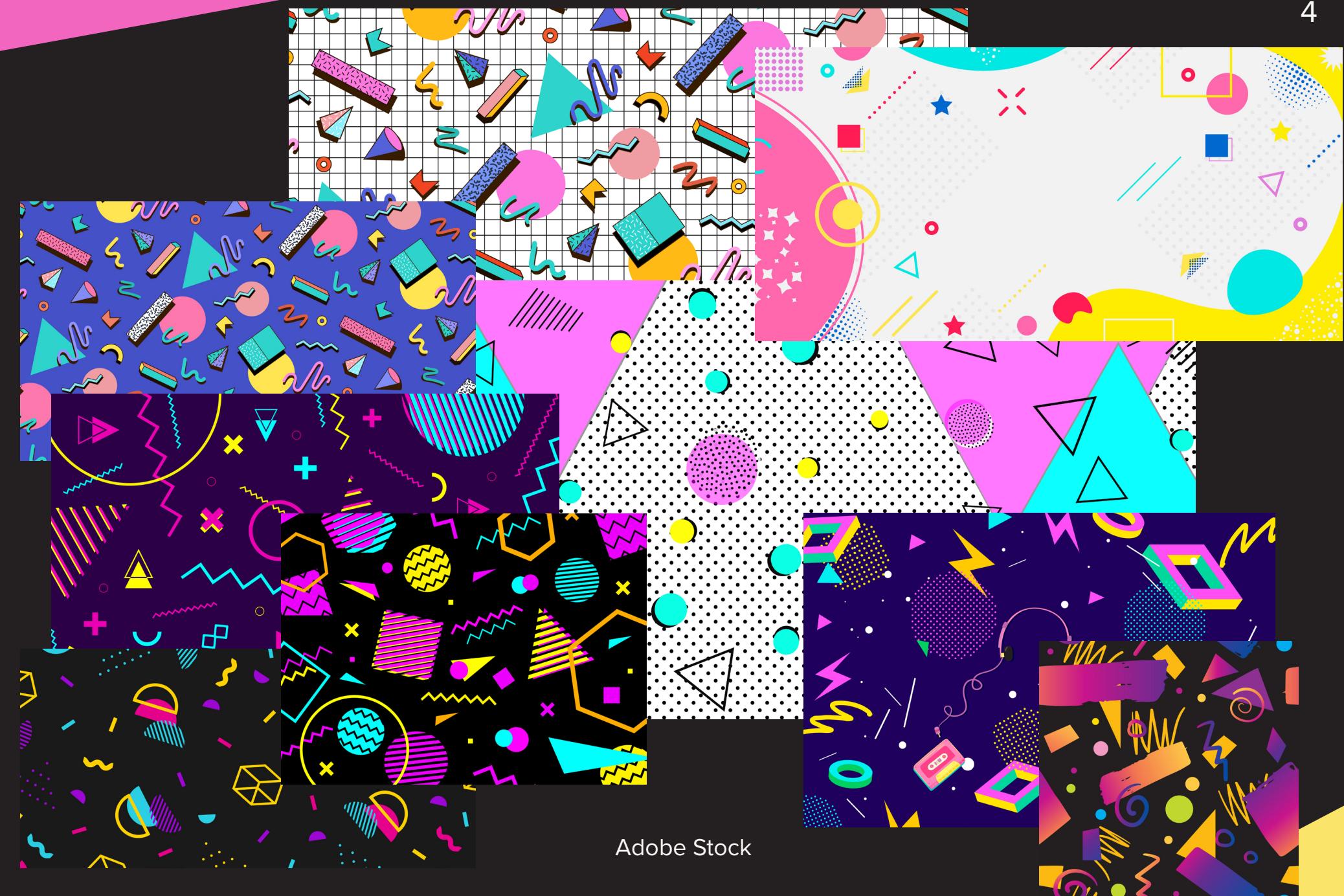
The background should evoke the look of retro/
themed 80's/90's commercial art patterns
(Memphis style) used in print and television.

Memphis Design Group



Back to the Future Part II
Amblin/Universal

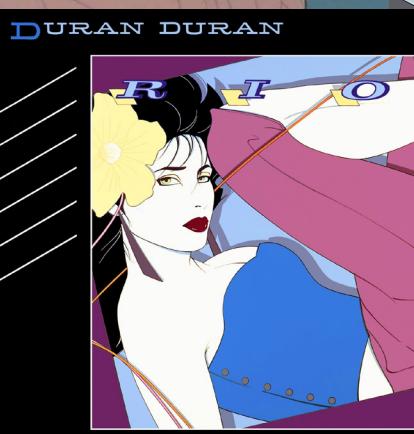
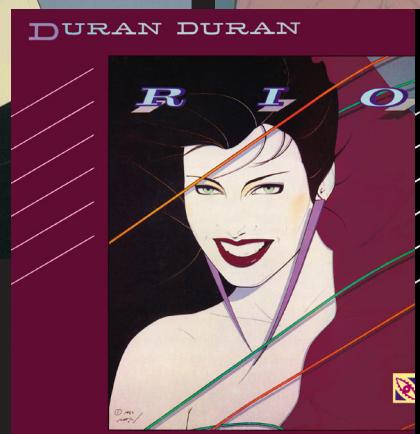
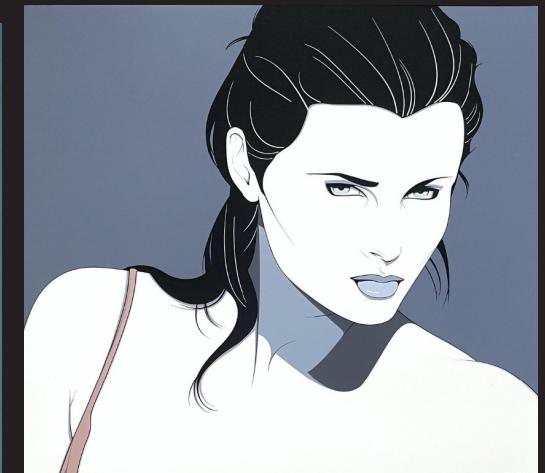
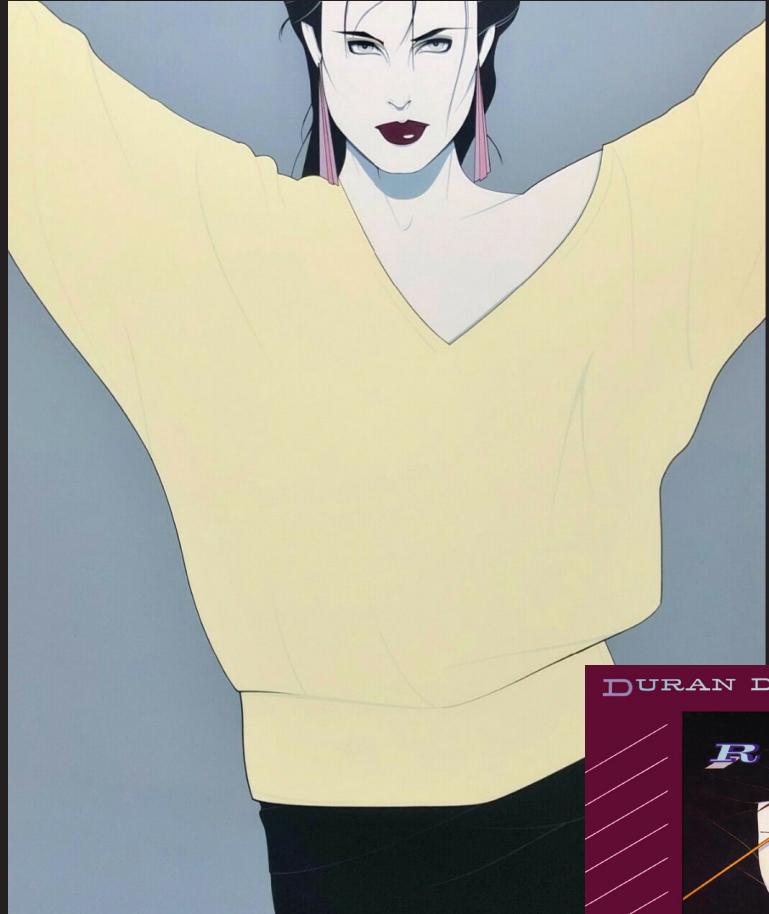
MTV



Adobe Stock

Similar themes presented in modern stock graphics created in a faux retro style.

The portrait itself should possibly feel like a Patrick Nagel style print.

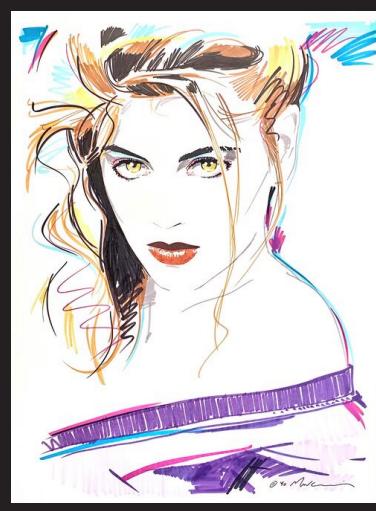
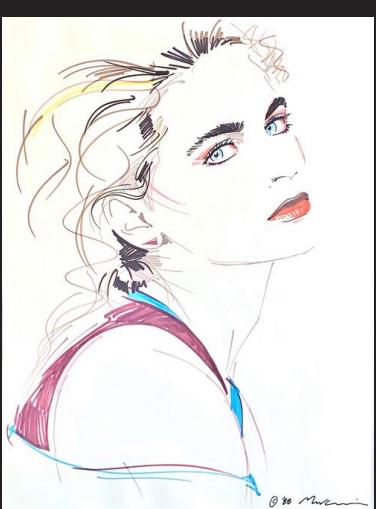


Patrick Nagel

Similar works by 80s/90s artists.



These Dennis Mukai marker portraits are an adjacent style that might work well.



Dennis Mukai



Dennis Mukai

Sketches



My sketching ability is pretty lousy these days, so I did these paint overs in Photoshop.

Patrick Nagel style

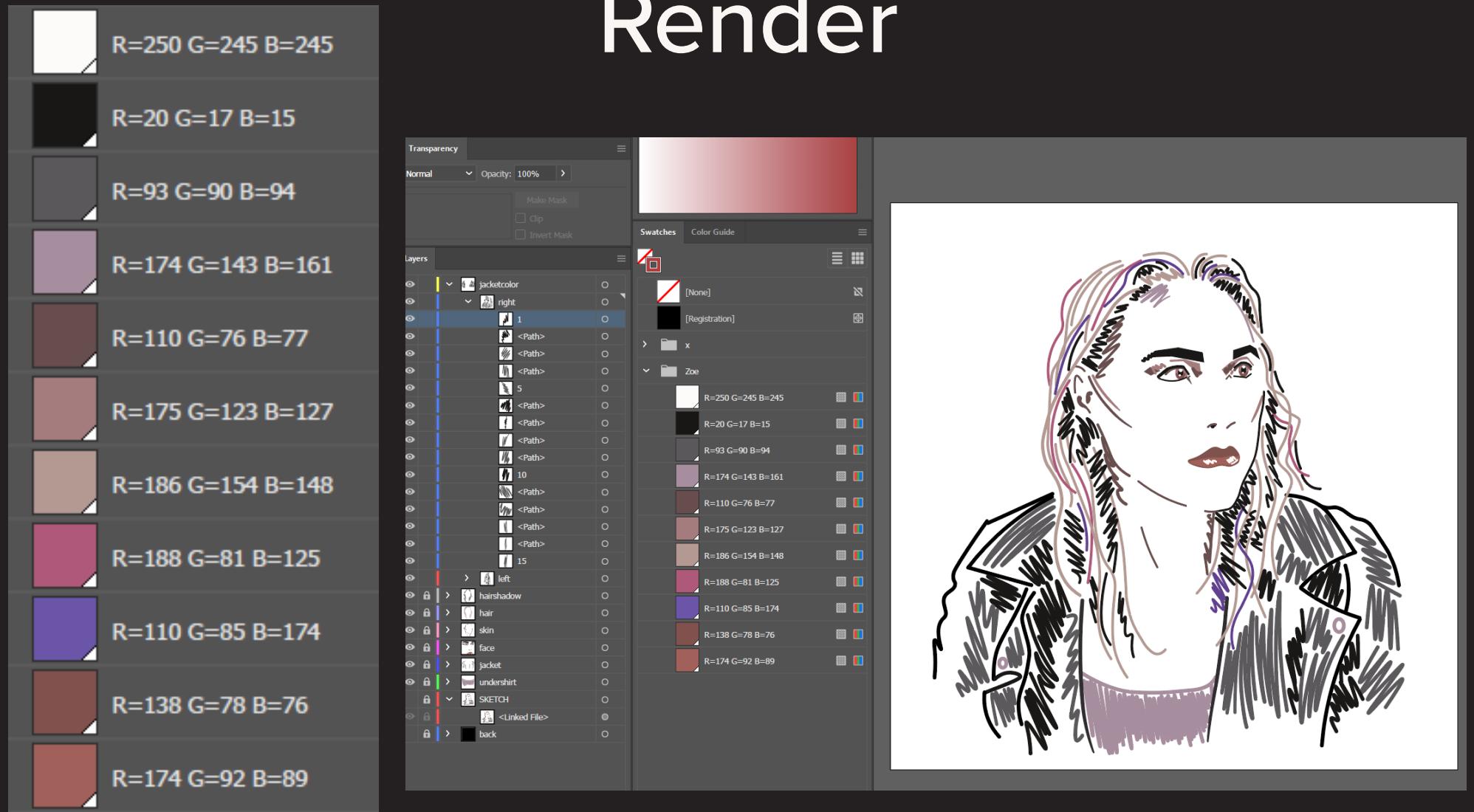


Robert Blue style



Dennis Mukai style

Render



I went with the Dennis Mukai style. I simplified many of the marker strokes in Illustrator and cut back on the number of lines a bit, working in Processing as I went.

Processing

```

File Edit Sketch Debug Tools Help
selfie_marker_17 | Processing 4.1.1
selfie marker17 | bg objects face hair hair shadow jacket jacket color shirt skin ▾
1 int MOUSE_CLICKED = 0;
2
3 void settings() {
4   size(1000, 1000);
5 }
6
7 void setup() {
8   //noLoop();
9 }
10
11 // main loop
12 void draw() {
13   // background
14   background(250, 245, 245);
15   if (MOUSE_CLICKED == 0) {
16     bg_objects();
17   }
18
19   // clothes
20   shirt();
21   jacket();
22   jacket_color();
23
24   // body
25   face();
26   skin();
27   hair();
28   hair_shadow();
29
30   textSize(12);
31   fill(20, 17, 15);
32   text("Zoe Astra (in the style of Dennis Mukai/Memphis Design Group)", 600, 990);
33 }
34
35 void mouseClicked() {
36   if (MOUSE_CLICKED == 0) {
37     MOUSE_CLICKED = 1;
38   } else {
39     MOUSE_CLICKED = 0;
40   }
41 }
42
43
44
45
46

```

```

selfie marker17 | bg objects face hair hair shadow jacket jacket color shirt skin ▾
1 void bg_objects() {
2   // grey dots
3   translate(690, 70);
4   rotate(radians(10));
5   noStroke();
6   fill(103, 100, 104);
7
8   int h_position_dots = 0;
9   int v_position_dots = 0;
10
11   for (int vert = 0; vert <= 7; vert++) {
12     for (int horiz = 0; horiz <= 7; horiz++) {
13       circle(0 + h_position_dots, 0 + v_position_dots, 8);
14       h_position_dots += 12;
15     }
16     h_position_dots = 0;
17     v_position_dots += 12;
18   }
19   h_position_dots = 0;
20   v_position_dots = 0;
21   resetMatrix();
22
23   // yellow square
24   translate(730, 90);
25   rotate(radians(30));
26   noFill();
27   strokeWeight(10);
28   stroke(245, 240, 100);
29   square(0, 0, 100);
30   resetMatrix();
31
32   // pink circle
33   translate(150, 340);
34   rotate(radians(250));
35   noStroke();
36   fill(235, 85, 160);
37   circle(0, 0, 200);
38   fill(250, 245, 245);
39   int v_position_circle_lines = 0;
40   for (int vert = 0; vert <= 7; vert++) {
41     rect(0, 0 + v_position_circle_lines, 220, 10);
42     v_position_circle_lines += 20;
43   }
44   v_position_circle_lines = 0;
45   resetMatrix();
46
47   // purple line shadow

```

I split many drawing functions out into tabs to keep things better organized. much of my code is a bit messy, especially the background object section, but still, hopefully, readable.

Drawing Functions Used

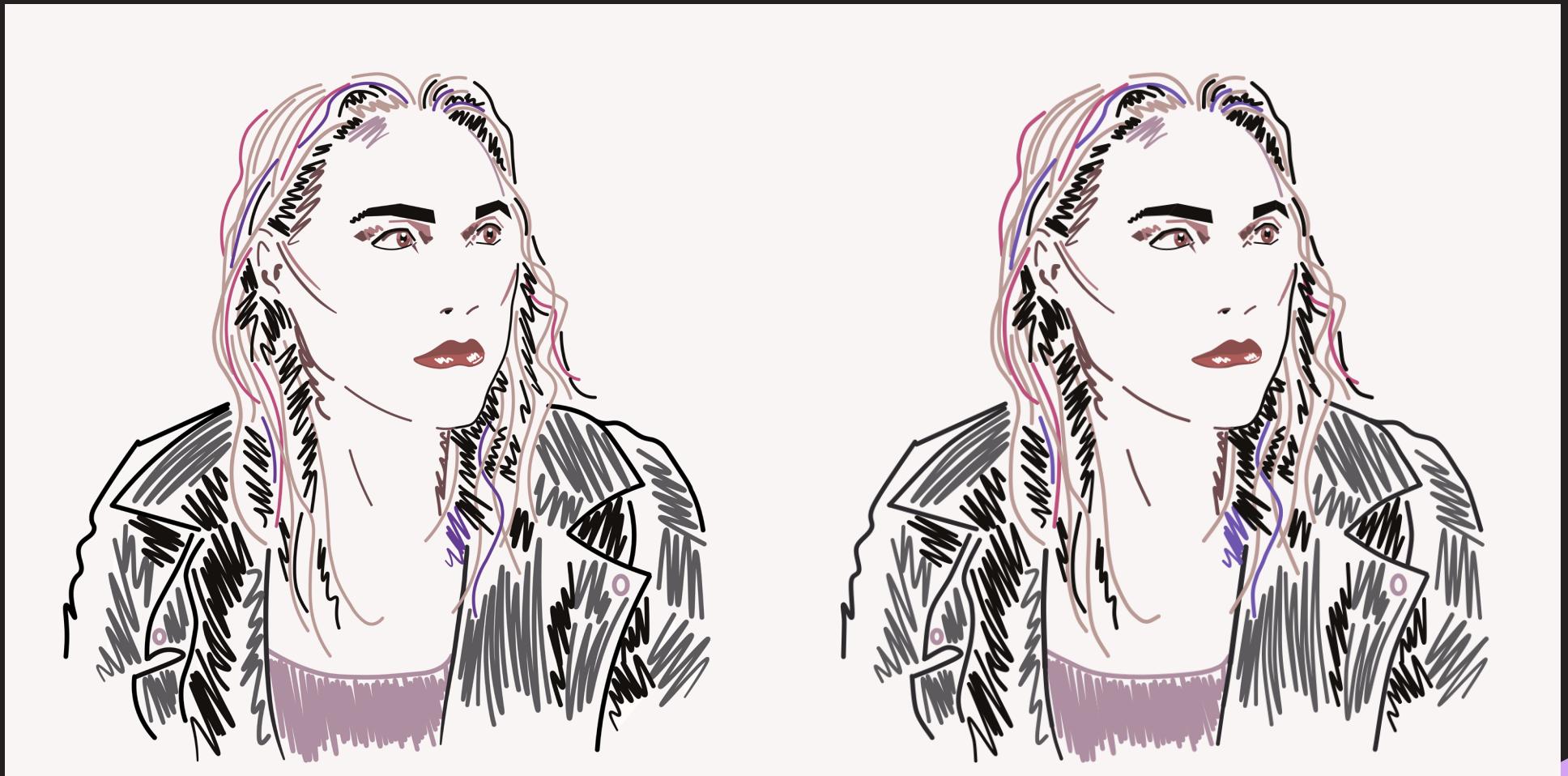
background()	fill() / noFill() stroke() / noStroke()
square()	
rect()	translate()
quad()	rotate()
triangle()	resetMatrix()
circle()	
ellipse() / ellipseMode()	if statements for loops
beginShape() / endShape()	
vertex() / curveVertex()	text() / textSize() mouseClicked()



I did not sketch my background, but played around in code (incl. for loops) until I had something I liked. However, the program can shift between having the background objects or not with a mouse click.

Comparison

Illustrator



Processing

I added some of the marker taper into the Processing file with stepped stroke weight.

Github

<https://github.com/Zheta/Processing-Self-Portrait>

Artwork and artists included for educational use of
their work for reference and style.