

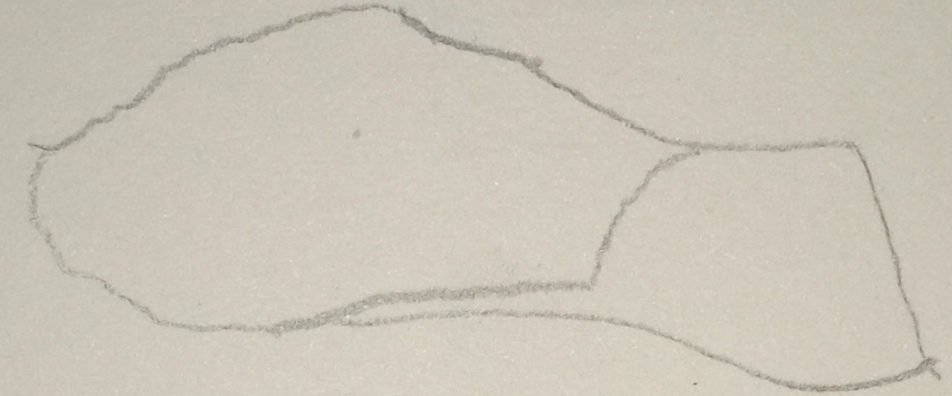
The time constraints in many ways helped break down each object/system, with each consecutive drawing it was easier to include more detail that could later in the theoretical script.

The most resilient aspect of each system I explored was definitely their overall shape, as tracing/sketching the shape of each system was the starting point of many of the drawings. During the longer sketches, it was far easier to explore aspects of texture which feel like the most parametric aspect of each system.

This exercise definitely helps in establishing a clear hierarchy of detail, when I'm drawing anything I get very easily caught up and just find myself staring at the page because I'm trying to consider how to draw most accurately. Meaning I just find myself overthinking or erasing something as soon as I draw it because I feel as though it is wrong because I cannot incorporate details into it in a photoaccurate way. This exercise helped me move past this but forced me to focus on what I could accomplish in the time frame without worrying about how to improve it going forward.

## System One (Maple Seed)

5 Second



One Minute



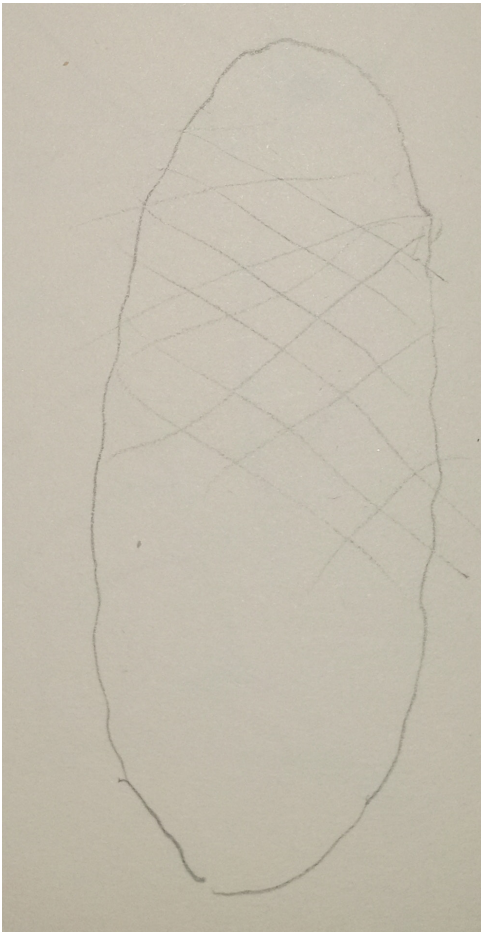
10 Minutes



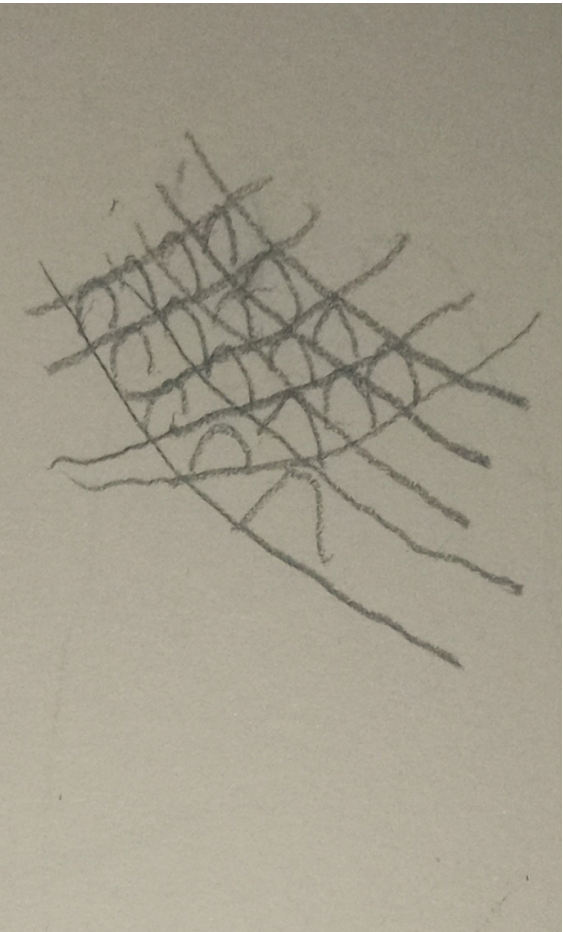


System Two Pinecone

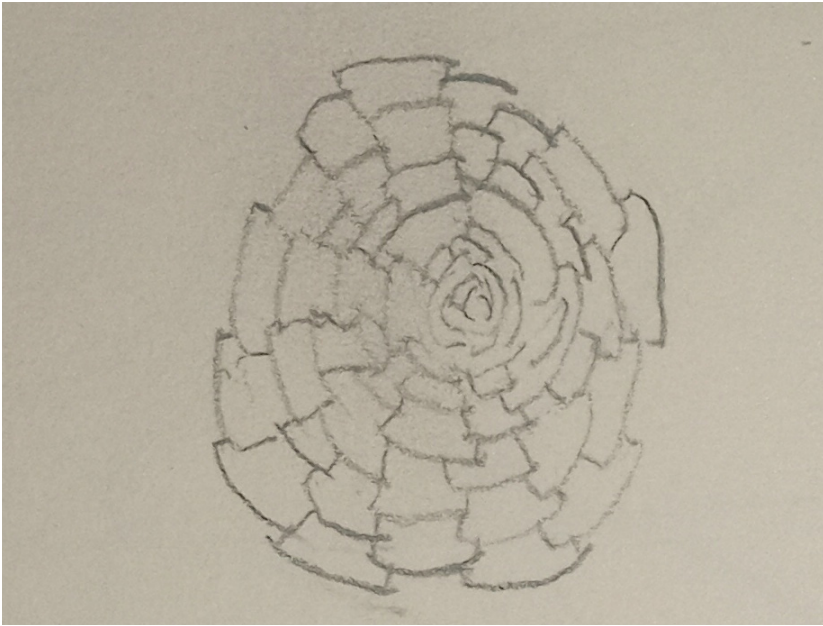
5 Second



One Minute

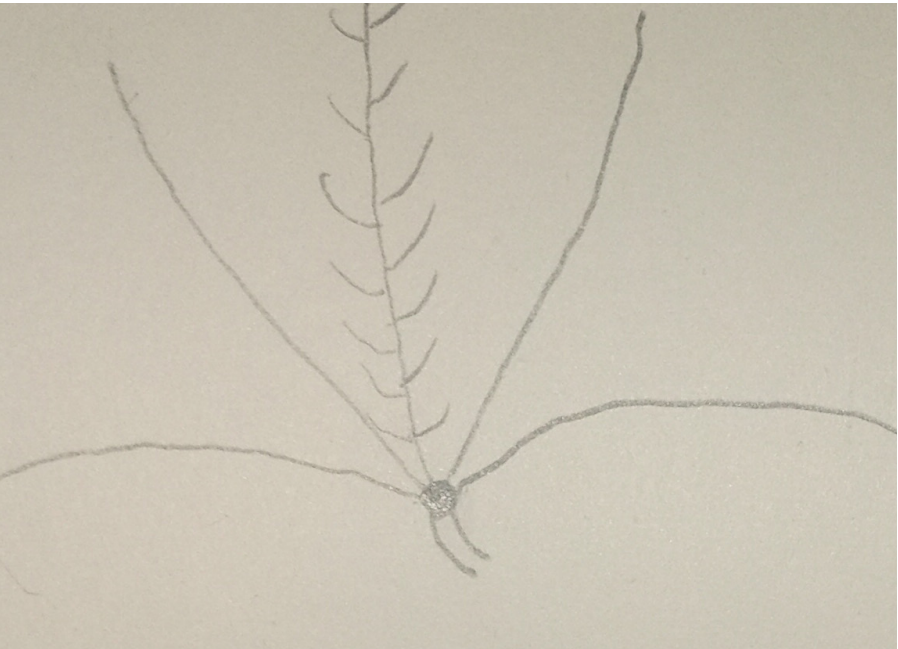


10 Minutes



System Three (Leaves)

5 Second



One Minute

