

“Palette of My Dreams”

Final Project
Carolyn Hellman

I've always been fascinated with make-up. It is a creative outlet for me where I can freely experiment with different colors, contours, and highlights. There are millions of different looks to be learned and endless opportunities for the imagination. Recently, I watched a documentary that went through each step of the process of developing an eyeshadow palette. First, the colors are conceptualized and created in the lab. Then, the model and design of the palette is created in relation to the theme of the color concepts. This is a long process which can take up to a year. After seeing this documentary, I had a whole new appreciation for the art and design behind an eyeshadow palette. So, I would like to make my own 3D model of an eyeshadow palette. I chose to use this “Pretty Rich” palette by Too Faced as my model inspiration. I like its structure and want to create my own texture maps to add onto it. I think the colors inside the palette will be fun to create too with texturing. This will present me with enough challenge as well as room for creativity to make it unique to me.





Timeline:

- April 7:
 - o Turn i
- April 7-14:
 - o Hear
texture
- April 14-21:
 - o Mode
- April 21-28:
 - o Add t
- April 28 – Ma:
 - o Final
- May 4:
 - o Pres

Art 220 Final Project Sketches

Carolyn Helman

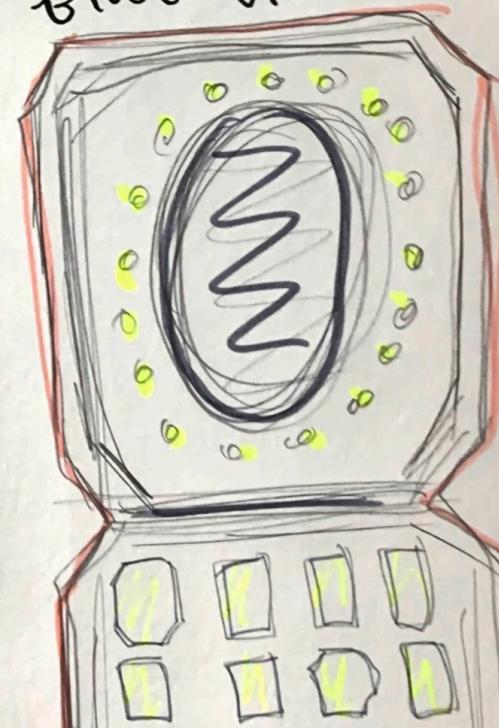
top view



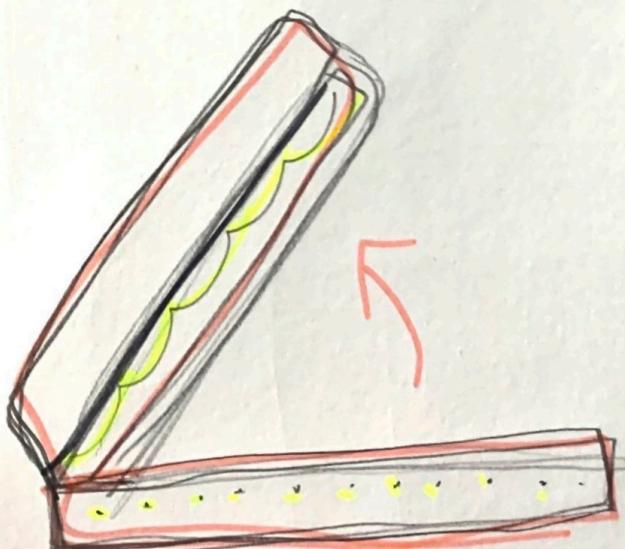
front view



flat view:

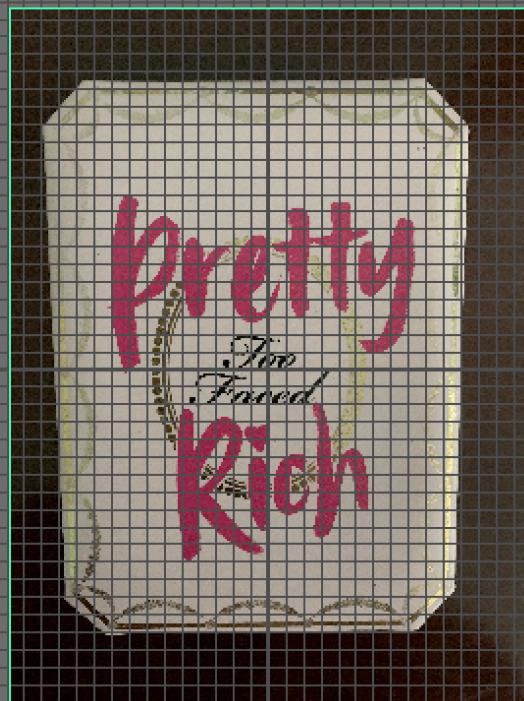


side view:

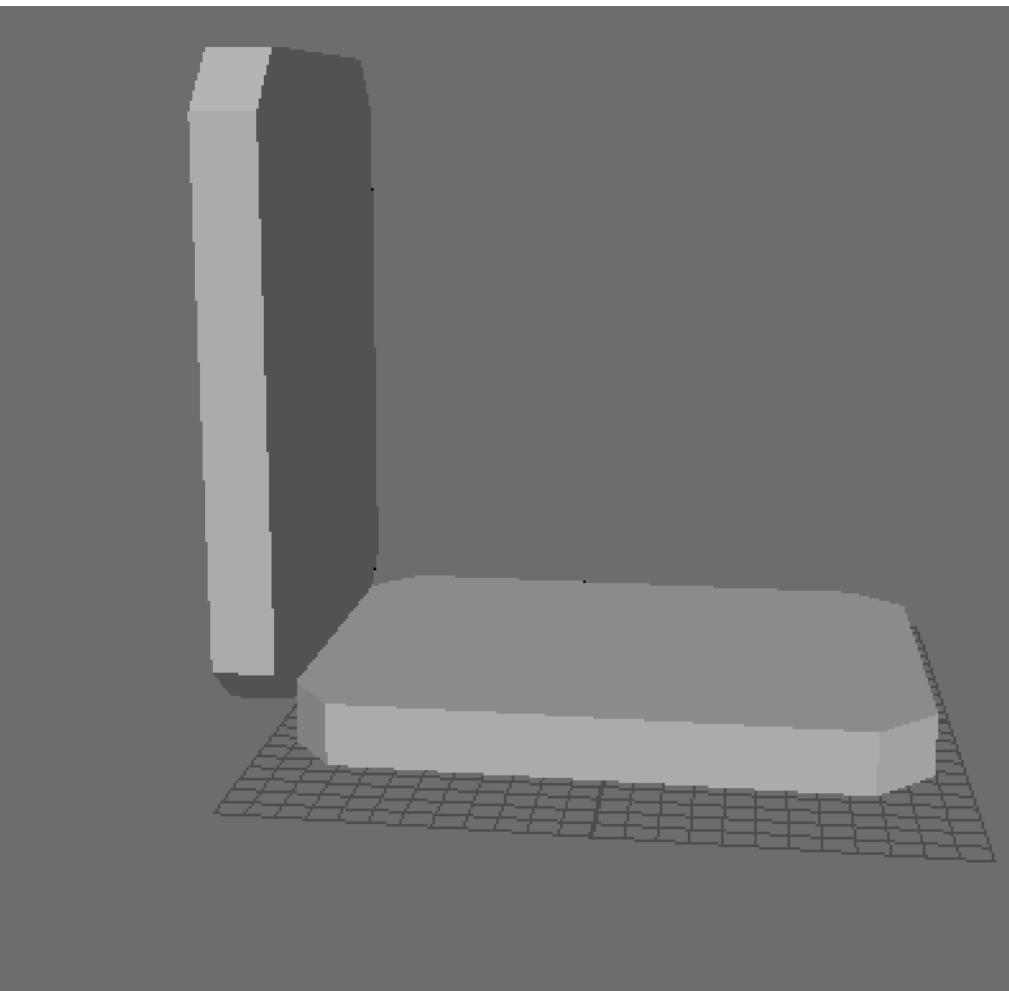


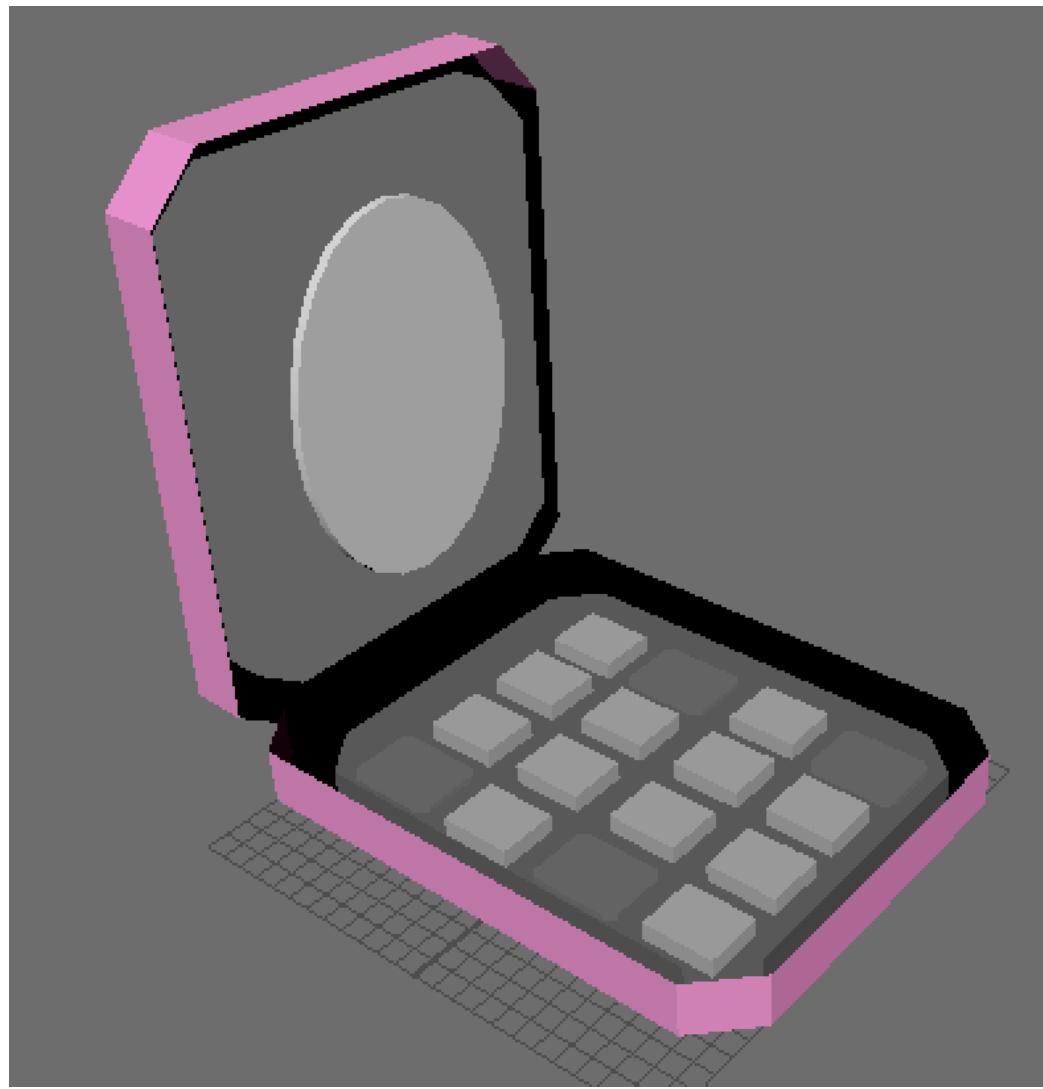
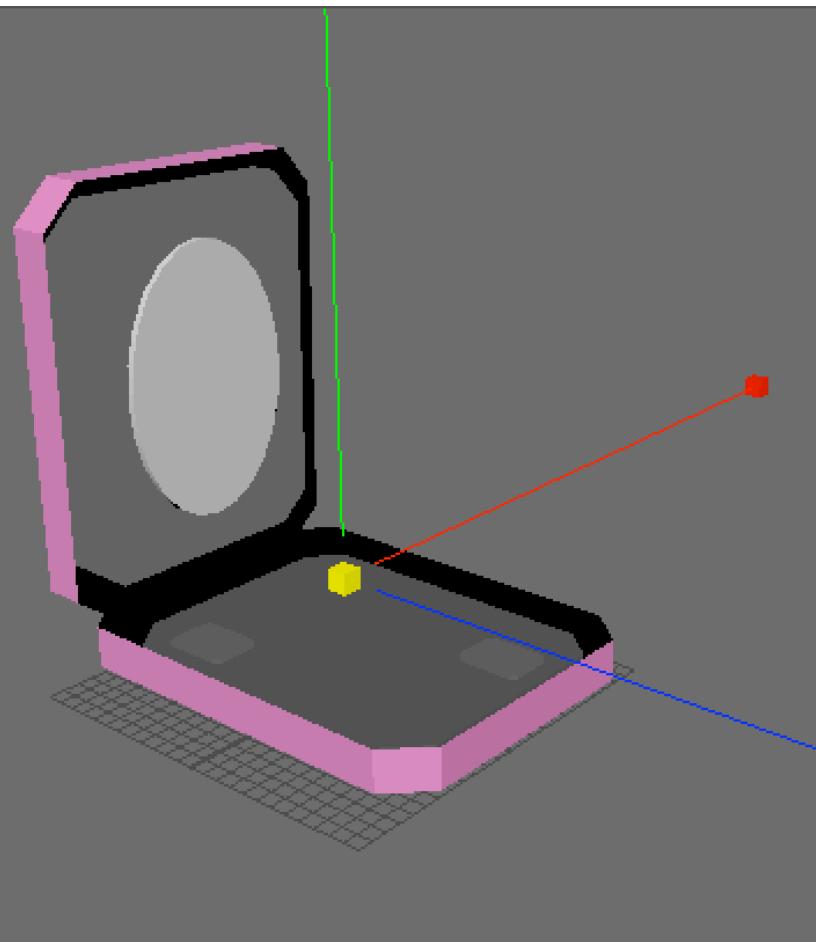
may arise,

critique

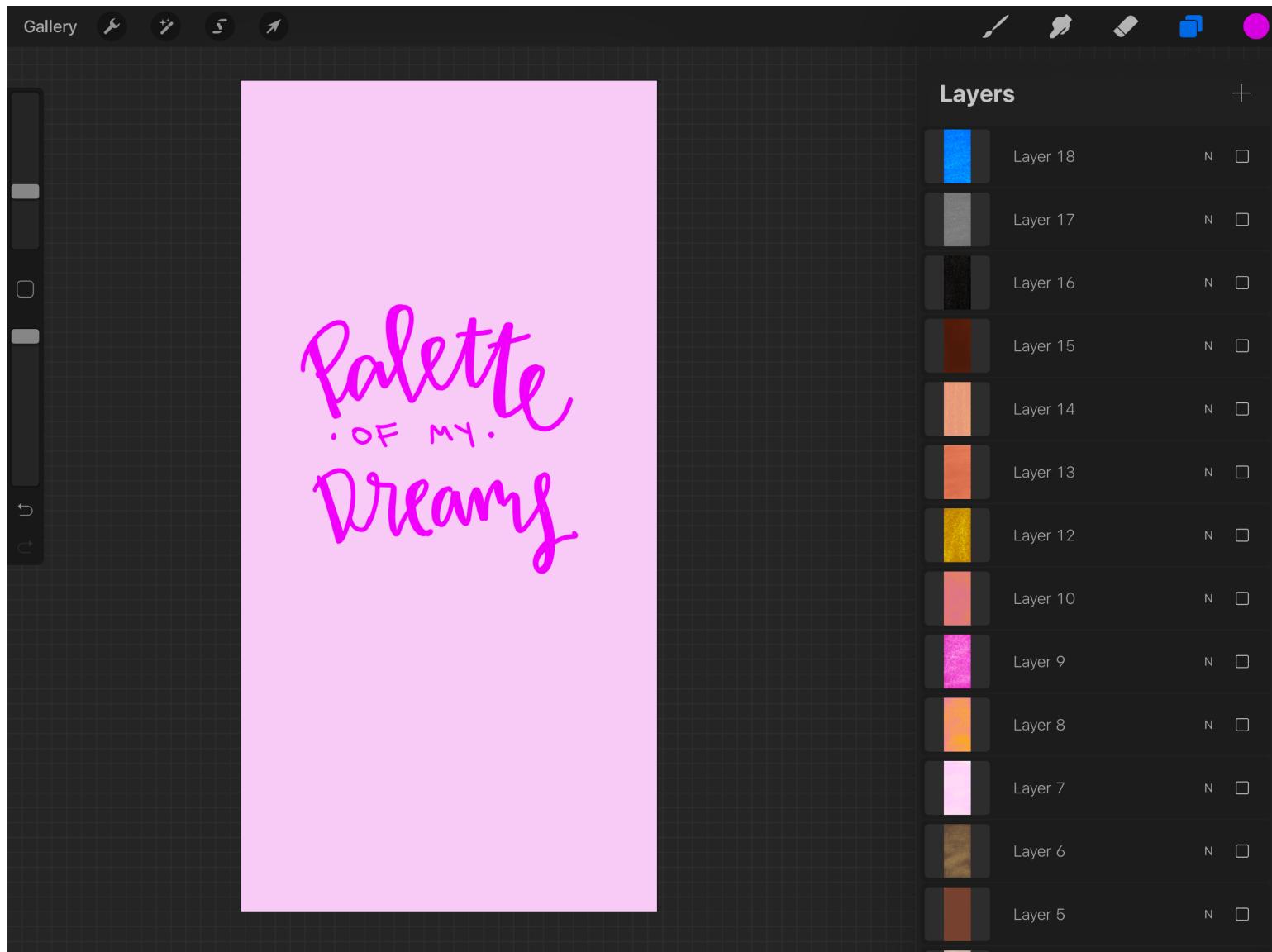


front -Z





Creating Texture Maps in Procreate:



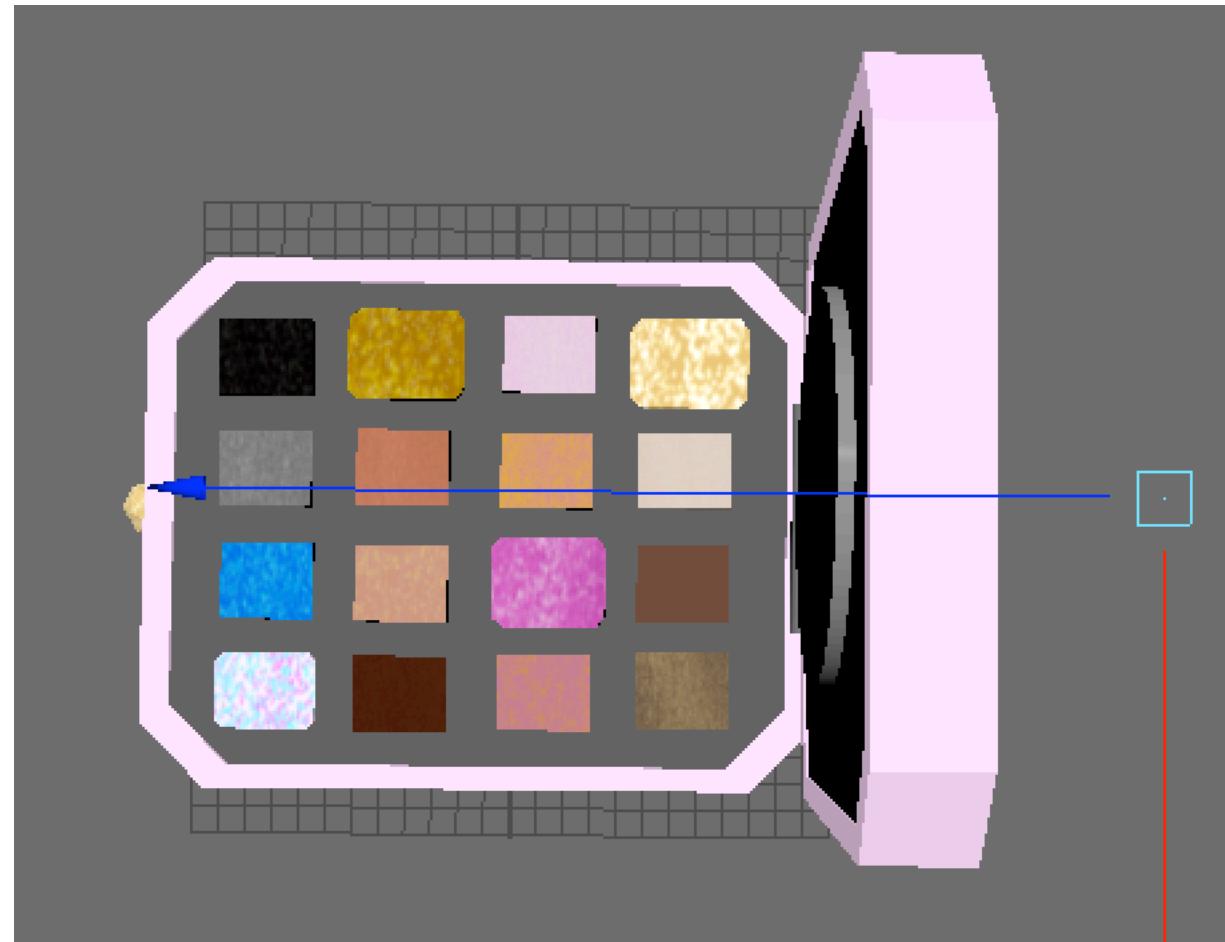
Time-Lapse Replay Video:

Creating Textures

- double-click to watch

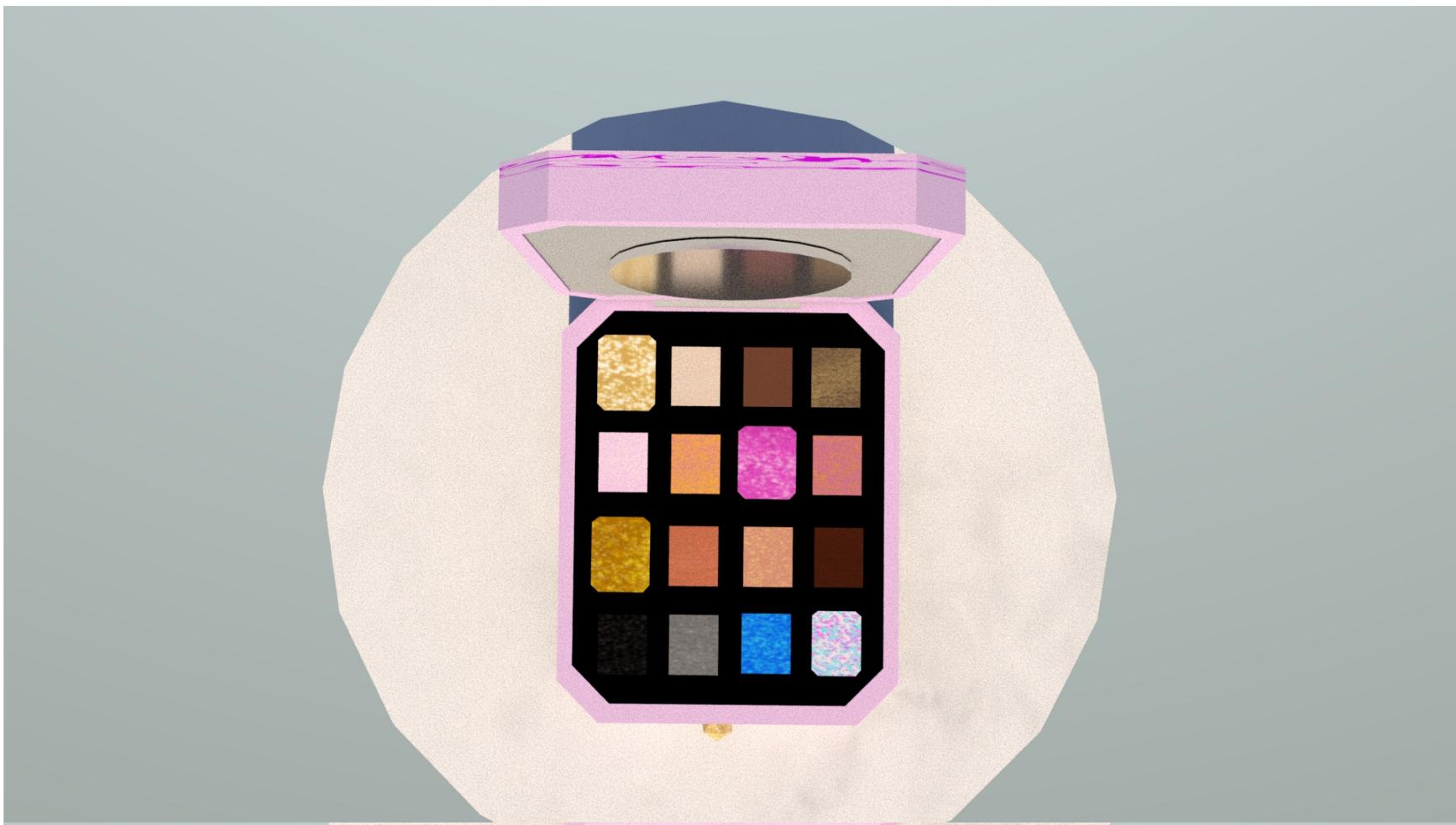


More Progression Shots:





Final Renders:

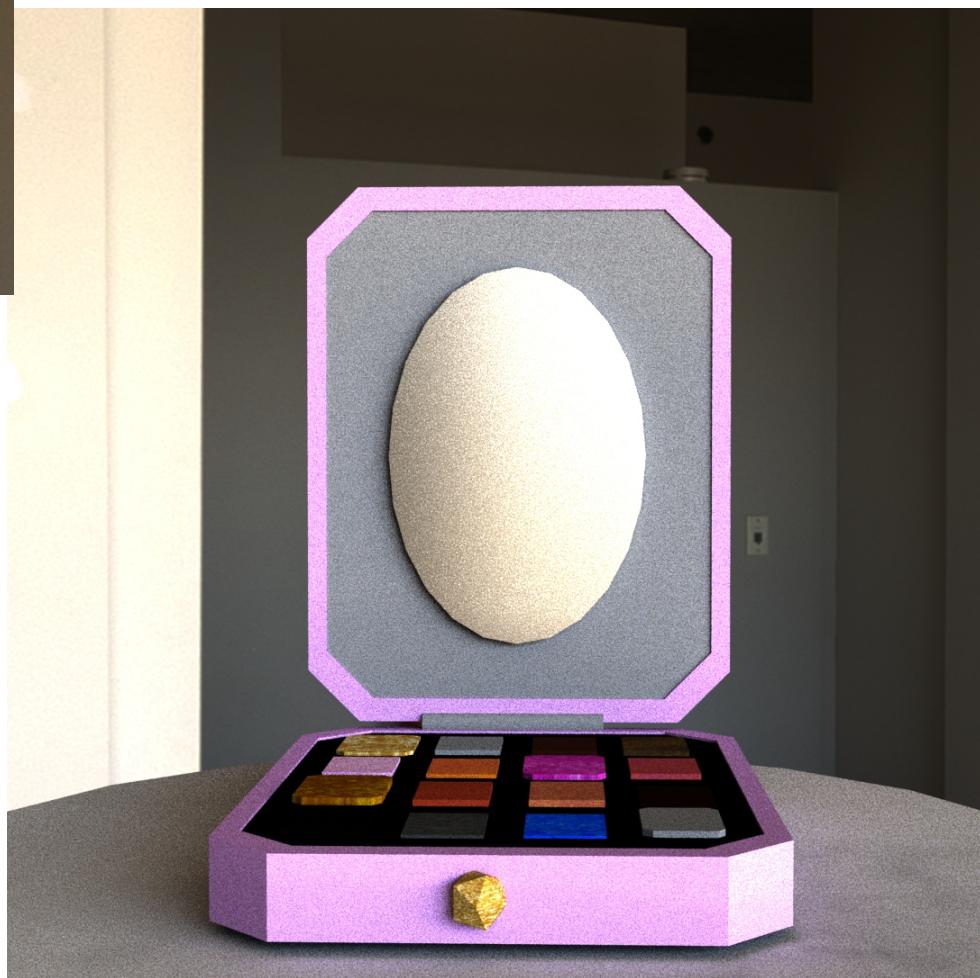


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The End.