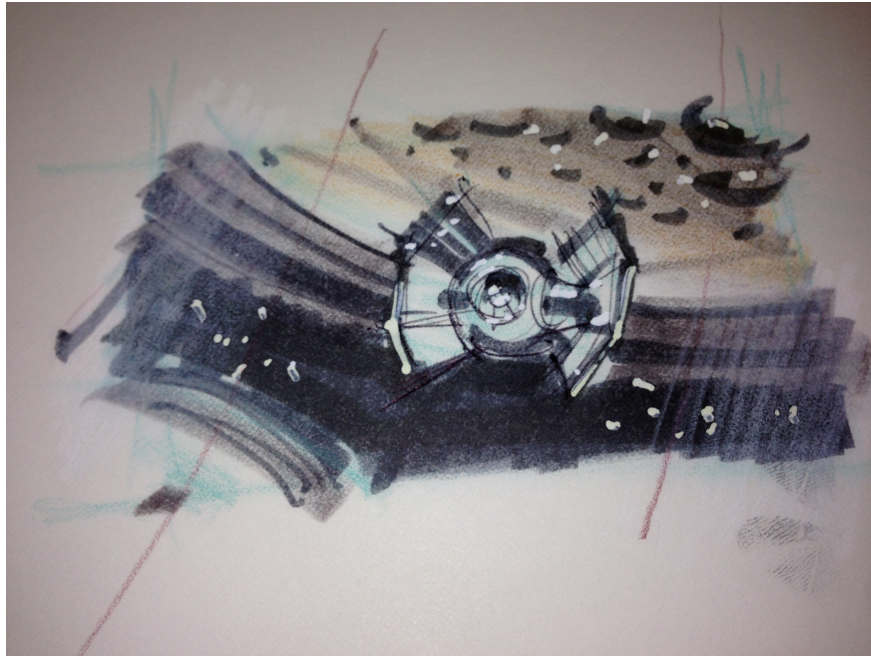


# FILM NOIR

This is a 3-week assignment in which you come up with 2 drawings based on a favorite film scene. You will need to turn in:

1. Source images (printed in black and white).
2. Simplified drawing of scene translated into basic shapes.
3. Full scale rendering.



## Basic Shapes Translation

This is your chance to figure out perspective and block out spatial relationships between objects in your scene. For example, you can turn humans into cylinders or robot people, turn buildings into blocks, and turn trees into spheres on top of a stick. Shade your drawing according to what we've learned in the past 2 classes.

## Final Rendering

In your final rendering, consider things like texture and foreground vs. background. Pick out one or two particular features you would like to focus on (e.g. building texture, cloth / clothes, the human figure or the human face, etc.), and work with one of the teaching staff to pull that out.

## Tips on Choosing Source Images

Choose something that interests you and will motivate you to work on it for 2 weeks. Buildings and Pixar movies tend to be easier to draw. But if facial features fascinate you, go for it! Feel free to bring several source image candidates and talk to us about it.