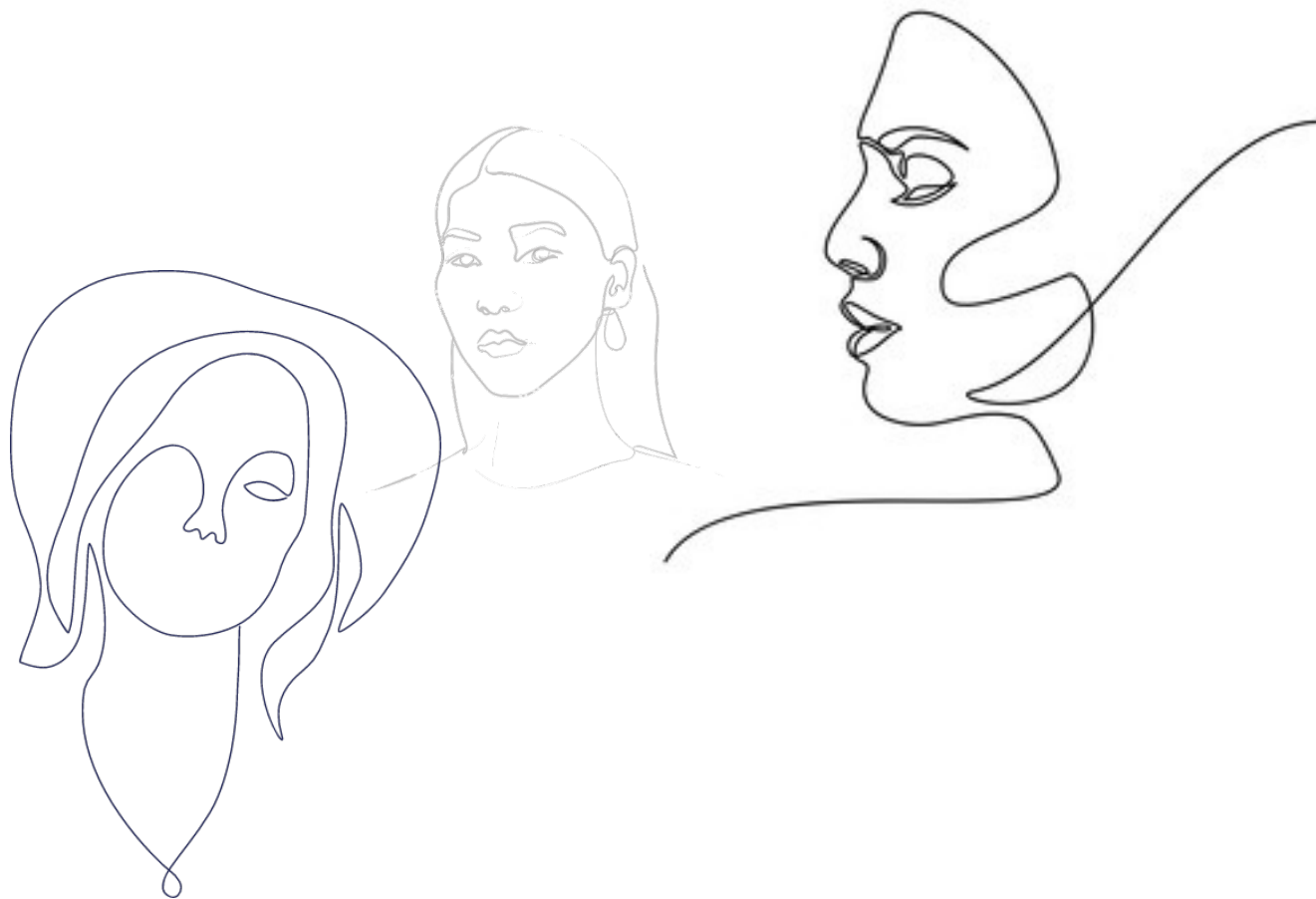# ABSTRACT SELF PORTRAIT

PROJECT 1

RESEARCH & DEVELOPMENT

PART 1

REFERENCE

I take inspiration from the
popular monoline style of
portrait drawing that often
found in the fashion industry.

G A B R I E L

SKETCH

Originally, I plan to use one completely smooth line to carry out the entire drawing. But during the process of sketching, I find out that this will create a soft image and I then go to use straighter lines during my final rendering to show the idea of a stronger me.
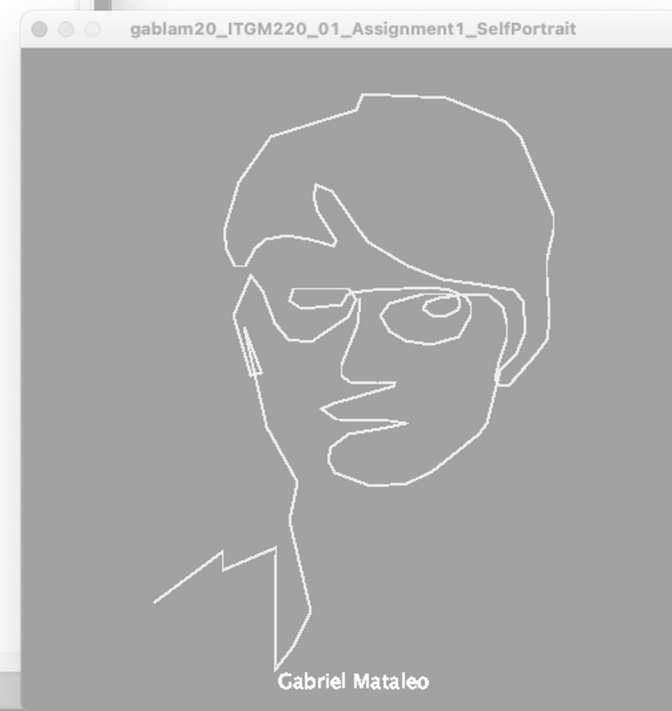
GABRIEL

PROCESSING RENDER

PART 2

gablam20_ITGM220_01_Assignment1_SelfPortrait | Processing 3.5.4

gablam20_ITGM220_01_Assignment1_SelfPortrait

```
/*******************************************
Savannah College of Art and Design
Spring 2021 - ITGM 220 - 01
Assignment 1: Abstract Self-Portrait
*******************************************/

PGraphics pg; // declare the instance of the layer

void setup() {
  size(500, 500);
  background(1,1,20);
  pg = createGraphics(width, height); //initialize it to the size of window
}

void draw() {
  pg.beginDraw();

  //
  noF
  begin
  stroke(#ffdd35);
  vertex(100.4, 415.11);
  vertex(151.62, 377.58);
  vertex(151.62, 391.74);
  vertex(191.46, 374.74);
  vertex(190.46, 466.09);
  vertex(204.27, 448.39);
  vertex(217.79, 422.9);
  vertex(201.05, 354.03);
  vertex(207.7, 325.95);
  vertex(184.35, 284.11);
  vertex(167.99, 209.75);
```
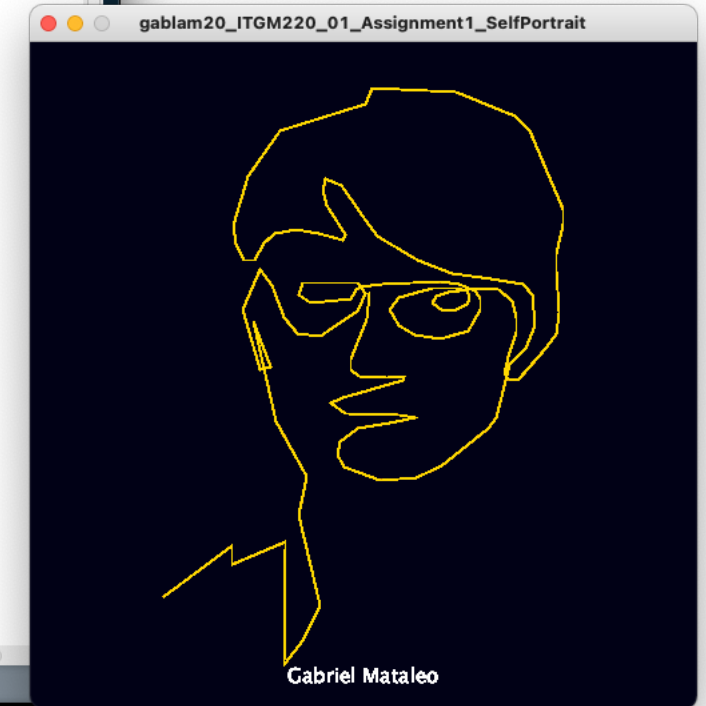
gablam20_ITGM220_01_Assignment1_SelfPortrait

Console   Errors

Gabriel Mataleo

GABRIEL

Stronger Me

Processing Rendering

500 x 500 px

THANKS