
ABSTRACT SELF PORTRAIT

PROJECT 1

ITGM 220 / PROFESSOR CHIU
GABRIEL

RESEARCH & DEVELOPMENT

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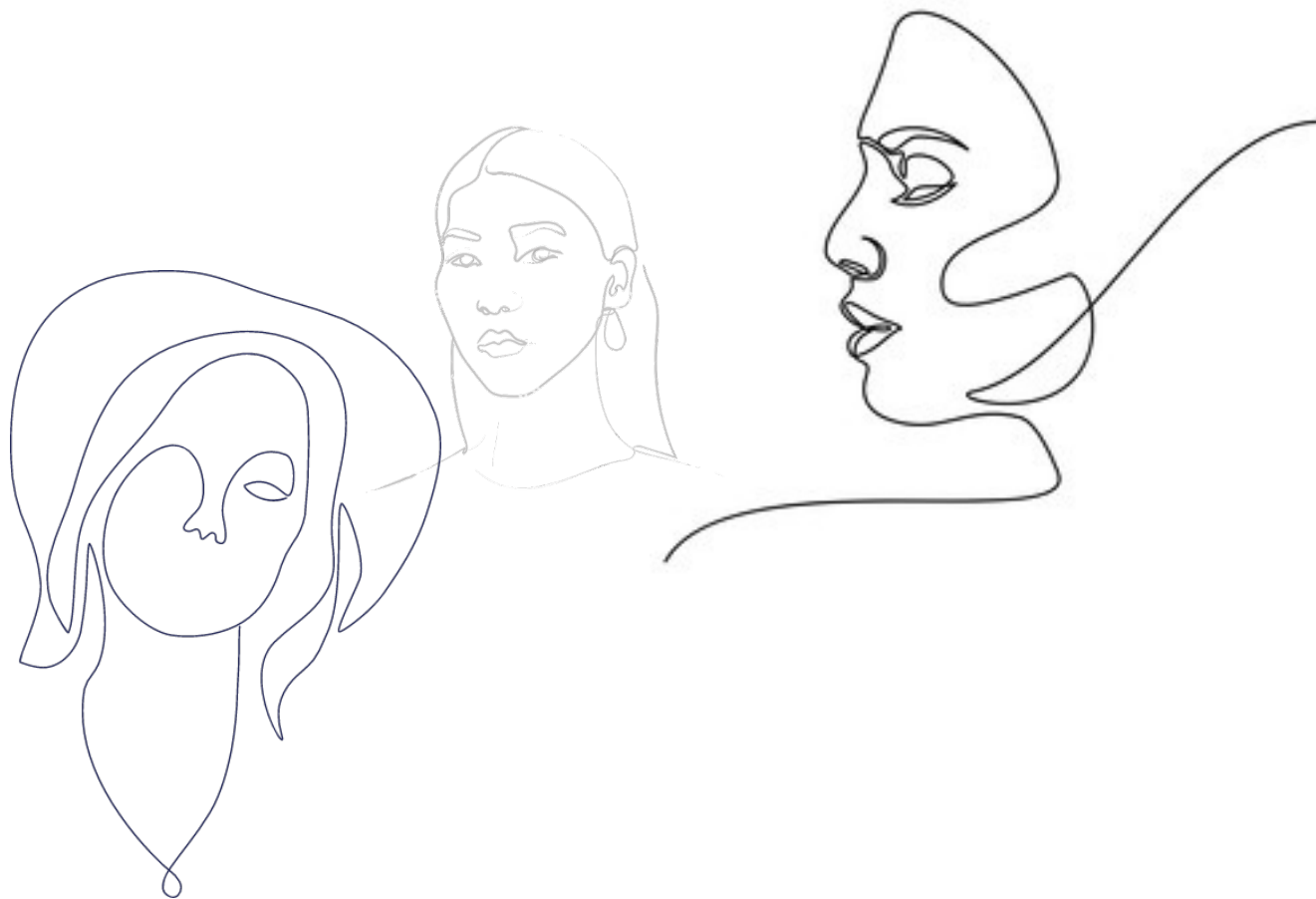
PART 1



GABRIEL

REFERENCE

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



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.



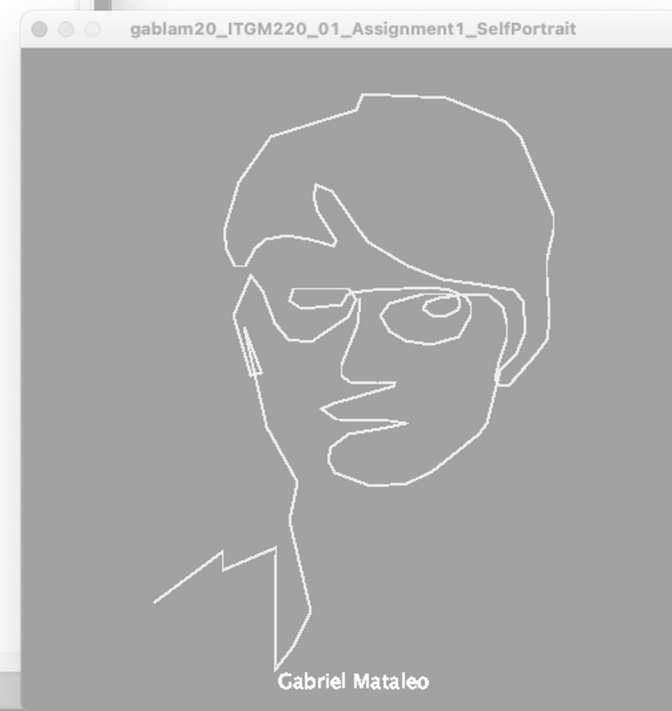
DELIVERY

PROCESSING RENDER

PART 2

```
gablamo20_ITGM220_01_Assignment1_SelfPortrait | Processing 3.5.4

1 /*****
2 Savannah College of Art and Design
3 Spring 2021 - ITGM 220 - 01
4 Assignment 1: Abstract Self-Portrait
5 *****/
6
7 PGraphics pg; // declare the instance of the layer
8
9 void setup() {
10   size(500, 500);
11   background(1,1,20);
12   pg = createGraphics(width, height); //initialize it to the size of window
13 }
14
15 void draw() {
16   pg.beginDraw();
17   // pg.draw(pg);
18   noFill();
19   beginShape();
20   stroke(#ffdd35);
21   vertex(100.4, 415.11);
22   vertex(151.62, 377.58);
23   vertex(151.62, 391.74);
24   vertex(191.46, 374.74);
25   vertex(190.46, 466.09);
26   vertex(204.27, 448.39);
27   vertex(217.79, 422.9);
28   vertex(201.05, 354.03);
29   vertex(207.7, 325.95);
30   vertex(184.35, 284.11);
31   vertex(167.99, 209.75);
32 }
```



GABRIEL

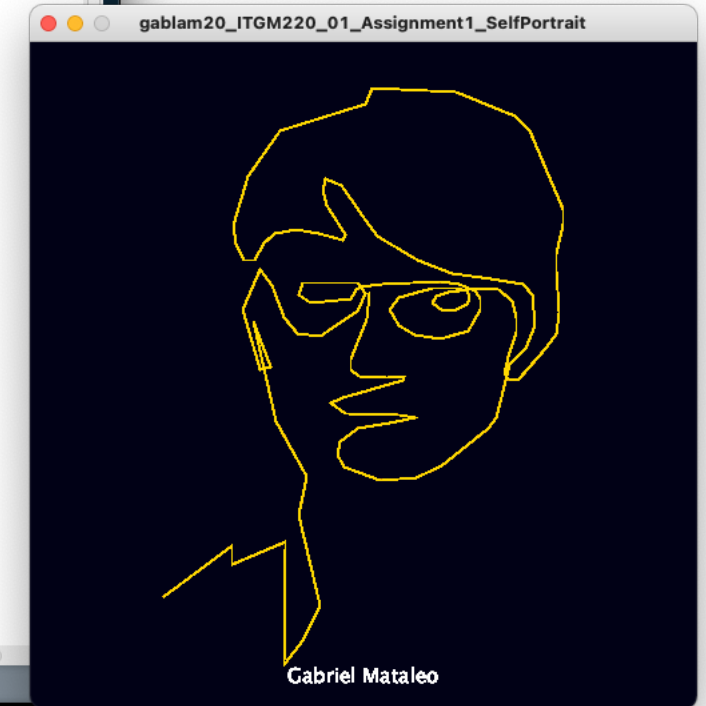
DELIVERY

Stronger Me

Processing Rendering
500 x 500 px

```
gablam20_ITGM220_01_Assignment1_SelfPortrait | Processing 3.5.4

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15 void draw() {
16   pg.beginDraw();
17
18   // That Continous line
19   noFill();
20   beginShape();
21   stroke(#ffdd35);
22   vertex(100.4, 415.11);
23   vertex(151.62, 377.58);
24   vertex(151.62, 391.74);
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THANKS

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