

1 Lab 6 Composition - Blexbolex

Goals

The goals for this lab are:

1. Copying composition to practice design
2. Copying color design to practice design
3. Alter and explore the role of scale in a sketch's composition
4. Learn and use `translate` and `scale` in a sketch to control scale of a portion of your design
5. Apply your knowledge of the 2D coordinate system in order to appropriately scale and translate a portion of your design
6. Study the composition and coloring used by the artist, Blexbolex

Modality

Pair or Individual (per instructors specifications)

Details

Task: You must create an image using Processing of a scene that explores **composition to convey story or mood**. Your 'sketch' of the scene must:

- approximate an established design by the artist Blexbolex
- be at least 400 x 400
- be in color - if you modify the colors from the original print, please explain why

- apply `translation` and `scale` in order to ‘play’ with the composition of your sketch via only modifying the scale of one aspect of the design

In order to accomplish this:

- first identify the Blexbolex sketch you’d like to copy - it must be composed of multiple elements (ie not just one character) because you will later modify the sketch by altering the scale of one component of the design (see the example below, where the scale of the diver has been altered in several sketches). You must get instructor approval for the sketch you select.
- next re-create the Blexbolex sketch as closely as possible in Processing and save an image of the correctly scaled sketch
- next you will need to identify the character or sketch component (ie tree etc.) that you wish to ‘play’ with its composition - think about how the image will change when a given component is moved or resized.
- using `translate` and `scale` (and don’t forget `pushmatrix` and `popmatrix` around the given section of the sketch you wish to resize), you need to first move the component to the origin, then re-scale it, then move it back to where you’d like it drawn. You should be able to do this with five lines of code only
- produce three different output images of your sketch with the re-sized element and be able to talk about how the re-sizing changes the composition (story and feel) of the sketch

Be prepared to talk about why you selected the image you did and how composition is being used in the print. You likewise, can create your own unique design in a Blexbolex style with permission of the instructor (design sketch must be provided).

Demo:

In order to receive credit for this lab, you and your partner must demo your sketch to your instructor.

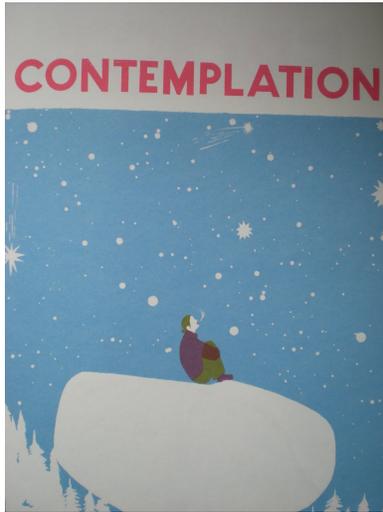


Figure 1: One of Blexbolex prints (contemplation). Consider how the scale and positioning of the individual and their attention (focus) creates or adds to the mood of this image.

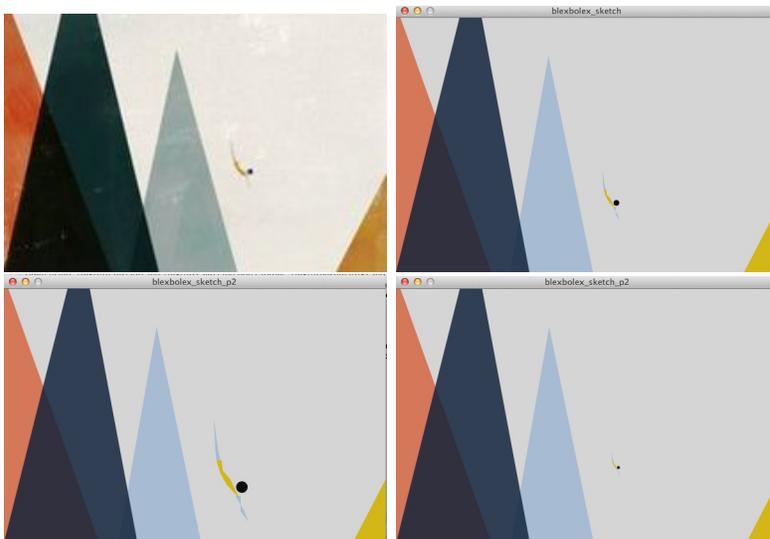


Figure 2: Top right is another Blexbolex and on the left is the matching Processing sketch example (trying to match scale). Again consider how the scale and placement of the human character creates a specific mood and focus. In the second row, the diver is re-sized to be twice as large (left) and half the size (right) - notice how the re-sizing changes the story and feel of the image.