

Filename: Still_LastName_FirstName

1. Thus far we have learned the primitives in mirage, the brushes, layers theory, transparent textures, opacity maps, perspective wrapping, as well as lighting and shading with color. Now it is time to composite all of these concepts into a single digital still life. The trick to this assignment is in understanding the relationship between primitive shapes (circles, squares, etc.) and their 3 Dimensional brothers and sisters (spheres, cubes, etc.) and how you will use one to create the illusion of another through lighting, shading, and texture mapping.
2. The subject matter is to be chosen by you and must be an object that can be brought in... knickknacks do well. YOU CANNOT work from another image (photos, magazines, etc.) and **NO APPROPRIATED IMAGES!!!** Meaning you must render, paint, everything in the image yourself! Referencing for textures and lighting is perfectly acceptable.
3. Our goal in this assignment is to obtain an affinity for realism. The accuracy of your object is completely reliant upon your use of texture (be subtle), your understanding of lighting and shading (be tedious) and simply the relationship the object creates with its environment (think like a photographer, composition).
4. **Think about your image first...** determine **1)** How is my **composition** arranged? What is the focal point of my scene? Remember that focal points don't have to be directly centered on your canvas. **2)** What color and where are my **light sources**? **3)** Are all the elements in my image lit consistently? **DON'T FORGET SHADOWS!** **4)** Are my **textures** accurate and readable? **5)** Is the **perspective** accurate?!?!

5. **Resolution** of the image should not be less than 1000 pixels in one direction. Think compositionally... Should your canvas be portraiture (vertical) or landscape (horizontal) or even equilateral (even sides). Make small sketches of your idea first! The more you prepare in advance the less problems you will have along the way!

Instructions:

1. Open a project at standard resolution (1024 x 768). Use the *Mechanical Pencil* tool to sketch out 3 types of canvas resolutions (landscape, portraiture and square). Do some quick thumbnail drawings and search out various ways to place your object in each canvas type.
2. Based on the image you chose for your final composition, open a new project with a congruent resolution as your sketch. Make sure it is a high resolution (ie. 1300 x 1000, 1100 x 1300).
3. Label the first layer “Sketch” and loosely redraw your thumbnail full resolution. Use 1 or 2 point perspective if you need to in order to check the accuracy of your angles.
4. Look at your object and decide how you are going to break it up into layers. Remember to work from solid silhouettes and break up the forms on different layers to maximize your use of the *Preserve Transparency* tool and the *Wrap* tool.
5. That’s it! You’re off and running! DO NOT WASTE TIME!!! This project is time intensive!