



# Visual Communication Studio

De Angela Duff • Fall 2006

## HOMEWORK EXERCISES Wk 1 DUE NEXT CLASS

### READ:

#### **Convergence Doesn't Matter** by Kyle Cooper

- HANDOUT

#### **Understanding Comics** by Scott McCloud (on reserve at the UArts Library)

- Chapter 5, Living in Line

#### **Design Basics Index** by Jim Krause

- pages 14-19
- 96-97, commentary: evaluation
- 228-229, commentary: keep cool
- 270-271, commentary: presentation prep.
- 346-347, You and Technology

### DO:

Mark making is a method by which to understand the endless possibilities of your tools and materials. Explore the results of your drawing instrument with exhaustive repetition. Mastery of any craft or process comes as a result of doing. I suggest you delve into this exercise undaunted. You can do no wrong.

Do not purposefully create *literal* or *symbolic* marks and lines. Strive for *abstract* marks and lines.

Push yourself. Be creative.  
Push the boundaries of the non-traditional tools.  
Don't be predictable. Surprise us.

**1**

#### **non-digital black & white or grayscale**

Fill **three** 14"x17" or larger drawing pad sheets with MARKS  
*using traditional tools* - pen, pencil, brush

Fill **one** 14"x17" or larger drawing pad sheet with MARKS  
*using non-traditional tools* - anything that produces a mark

Fill **three** 14"x17" or larger drawing pad sheets with LINES  
*using traditional tools* - pen, pencil, brush

Fill **one** 14"x17" or larger drawing pad sheets with LINES  
*using non-traditional tools* - anything that produces a line

**2**

**digital using black & white or grayscale**

Fill **three** sheets of paper with MARKS using Illustrator and print

Fill **three** sheets of paper with LINES using Illustrator and print

**3**

**found objects or imagery**

Find marks in **three** found objects and/or imagery from any source

Find lines in **three** found objects and/or imagery from any source

Bring in the actual object(s) **or**

Take digital photo(s) of the object and the detail of the mark  
that you will share with the class **or**

Bring in imagery from any sort of printed material

(magazine, book, poster, album cover, photo, etc.) **or**

Bring in a video still or DVD (and know what scene etc.)

Don't go for the obvious. Explore and find unique examples.