

Contour

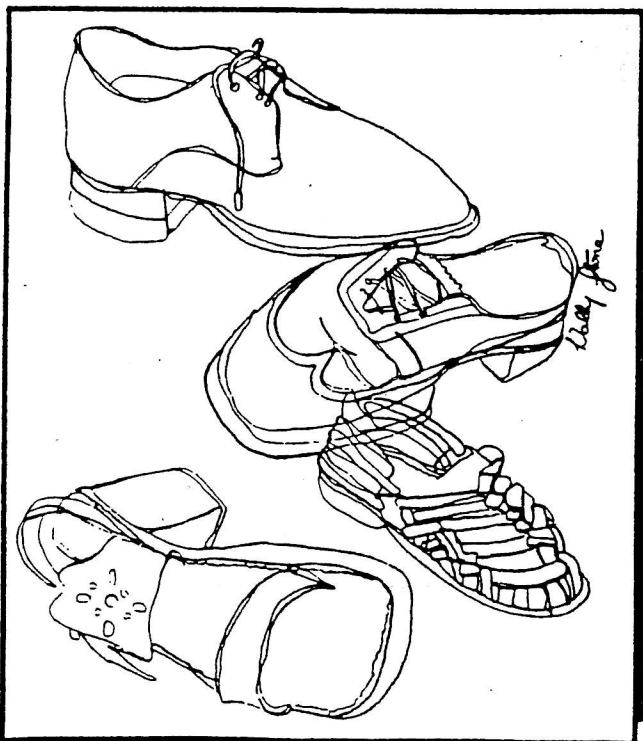
A. COOK

- A CONTOUR DRAWING EMPLOYS THE MOST BASIC DESIGN ELEMENT - **LINE.**

- CONTOUR DRAWINGS OUTLINE SHAPES AND FORMS, AND INCLUDE SURFACE LINES. FOR EXAMPLE; A CONTOUR OF A PERSON WOULD INCLUDE FOLDS IN THE CLOTHING, AND LINES ON THE FACE, LIKE THIS PORTRAIT OF IGOR STRAVINSKY BY PICASSO.



- THE EMPHASIS IS ON DETAIL AND SUBTLE CHANGES IN LINE DIRECTION.



- ▲ A CONTOUR DRAWING BY MATISSE. (1935)
- ◀ THE OBJECTS MAY OVERLAP OR STOP WHERE THEY JOIN.

1. CHOOSE ANY 3 DIMENSIONAL OBJECT THAT IS EASY TO HOLD. TRY TO IMAGINE THAT YOU HAVE NEVER SEEN THIS OBJECT BEFORE: IT HAS FALLEN FROM OUTER SPACE AND YOUR JOB IS TO MAKE A SERIES (4 TO 6) DRAWINGS TO COLLECT INFORMATION ABOUT IT. FOR INSTANCE IF YOU HAVE CHOSEN A CUP, TURN IT ROUND IN YOUR HANDS AND STUDY IT FROM ALL POSSIBLE VIEWPOINTS. LOOK AT IT SIDWAYS IN PROFILE, AND A THREE-QUARTER VIEW; LOOK DOWN INTO IT AND HOLD IT ABOVE YOUR EYE LEVEL AND LOOK UP AT IT.

2. MAKE DRAWINGS (ON ^{ONE} LARGE SHEET WHITE PAPER) TO RECORD THIS INFORMATION. SELECT ONE VIEW AND FINISH IT. (SEE EXAMPLE BELOW)



One object seen from six different viewpoints. Each drawing contributes to the total identity of the boot. Pen and ink on paper.

REMEMBER: 4 TO 6 VIEWS OF THE 3-D OBJECT
SELECT 1 VIEW AND FINISH IT WITH SHADING
COLOR ETC.