ELLINGTON Art

Quick Guide Lesson: Pop Art and Pixel Art Character Design

🖌 **GOAL OF THE LESSON:** *Explore the concept and art form of Low Poly Art and the relationship to video game art. This assignment helps students break down complex images based on the Element of Art, Value and Form.*

🖌 **ADDITIONAL HELPFUL TIPS/RESOURCES:** *Low Poly art is breaking down an image in the shape of a polygon. I also want to define my use of the word hybrid. Hybrid is a term I use to delineate that part of the assignment will be digitally created and another part of the project will be traditionally created. In the Low Poly shoe student example you see below, students studied the art form Low Poly and the world of advertisements. Students would make a window ad for their chosen shoe of choice that included the slogan of the shoe, price, and the shoe itself. They then made the shoe out of clay to combine a digital and traditional hybrid project! I highly recommend pre-recording the process of each lesson for students to follow step by step*

PROGRAM(S) USED:

🖌 *Low Poly Shoes was created using Inkscape!*

🖌 *Low Poly Hero Portraits was created using Photopea but can be again used in Inkscape!*

STUDENT EXAMPLES:

Low Poly Shoe Design for Graphic Ads (left), Clay Shoe (right) to be paired with Graphic

QUICK START DIRECTIONS:

Low Poly Shoe Design:
1. This lesson is a huge hit each year with my students. We begin this project by discussing the art form Low Poly and the relationship it has with video game graphics. We transition to learning about advertisements and it's role within our modern culture. Students then turn to their sketchbook for this hybrid assignment to sketch out their plan of their shoe ad to be created digitally including the shoe in the style of low poly, price of the shoe, photograph (taken by the students) of the shoe, and their own slogan for the shoe. After the sketch, we upload the photographs of their shoe to Inskscape and began use the polygonal lasso select tool, eye dropper to pick color, and the bucket fill tool to fill the color! It is key in this assignment that students learn the importance of having a base image and then SEPARATE layers to work on! Someone will make the mistake no matter how hard you try avoid it by drawing on the wrong layer! Hey, it happens to the best of us, including professionals! We've all been there! It's a great learning moment for the students too! Lastly to finish this project, we make the shoe out of clay for me to make a "window" display of their shoes and digital ads!

Low Poly Hero Portrait:
1. This lesson is also a huge hit with my students as it produces such a striking image they can feel confident and proud of producing! With this project, we discuss the art form Low Poly and the relationship it has with video game graphics. We then transition to the requirements of creating a portrait with the use of a students personal heroes. I make it a requirement that students use a photo of a family member or they feel uncomfortable with that, they can use a celebrity but the key is they must use a royalty free image from Pixabay or Pexels. We upload their photographs to Photopea

TOOL(S) USED:
Free Transform, Paint Bucket, Layers, Polygonal Lasso Select, Eye dropper

BUILDING CREATIVE CONFIDENCE...ONE CLICK AT A TIME!