

Design Considerations Handout

- For brainstorming, one method is to create nine completely different ideas that all satisfy the criteria of the artwork.
 - Start by folding a paper into thirds & then drawing a different thumbnail on each third.
 - While it's fine to do some variations of a single idea, don't count those toward your nine images.
 - Look at other artwork for inspiration - including each other's.
 - After you've finished pick the best one & create 9 more variations thereof.
- Media - Try different media.
 - Sometimes it's easier to brainstorm when you are using the same media you use to doodle.
 - You may find it easier to come up with ideas while you are trying to learn new media/software. Your experiments & failures may be more interesting (& conducive to the software) than anything you make outside of it. If you are learning to use new media, & you make an interesting mistake or something crazy-cool happens consider taking a screenshot or saving a copy for later consideration.
- Composition
 - When you are sketching, try 'cropping' the picture in different places by drawing lines to represent the edge of the picture plane. Don't automatically orient all images the same way. You can rotate the page to alternate between vertical/horizontal orientations.
 - Figures should either have some margins from the edge of the picture plane or go completely off of it, unless they are curved in such a way as to pull the eye back into the piece.
 - Unless you are creating a study or a portrait, avoid putting the figure(s) front & center.
- Light Source
 - Location: omnipresent, above, below, inside, generated by the object.
 - Multiple Light Sources
 - Coloration & Intensity of Light Source
- Perspective - Try different views.
 - Above/below the horizon, bird's-eye view, worm's-eye view.
 - Looking past, through, inside or out of objects in the still-life.
- Arrangement & Terrain
 - Does your still life really need a ground & a sky?
 - Rotate the terrain (e.g. creating a slope, wall, or ceiling).
 - Remove the terrain altogether.
 - Add more terrain planes.
 - Is your terrain flat? See if there's a way you can make it more varied.
 - Are your figures sitting on the terrain? They could be...
 - floating above it.

- partially/totally submerged within it (who says it has to be solid?).
 - attached to a wall.
 - attached to each other.
 - the terrain themselves.
- Are your figures arranged in an interesting way?
- Can you varied the scale of various figures?
- Animation - If the camera is going to be changing positions, think of your piece more as a sculpture instead of a still life. With a sculpture the key is making something which is interesting from ALL angles & **not** to create something which looks like it was meant to be viewed from only a few.
- 'Listen' to your artwork. After you have started to render your artwork, pay attention to what its strengths & weaknesses are. Sometimes your art will work in a way you didn't originally intend, & trying to force it back to your original design may stifle it. It's ok to abandon your original design if something better comes along in the production process.