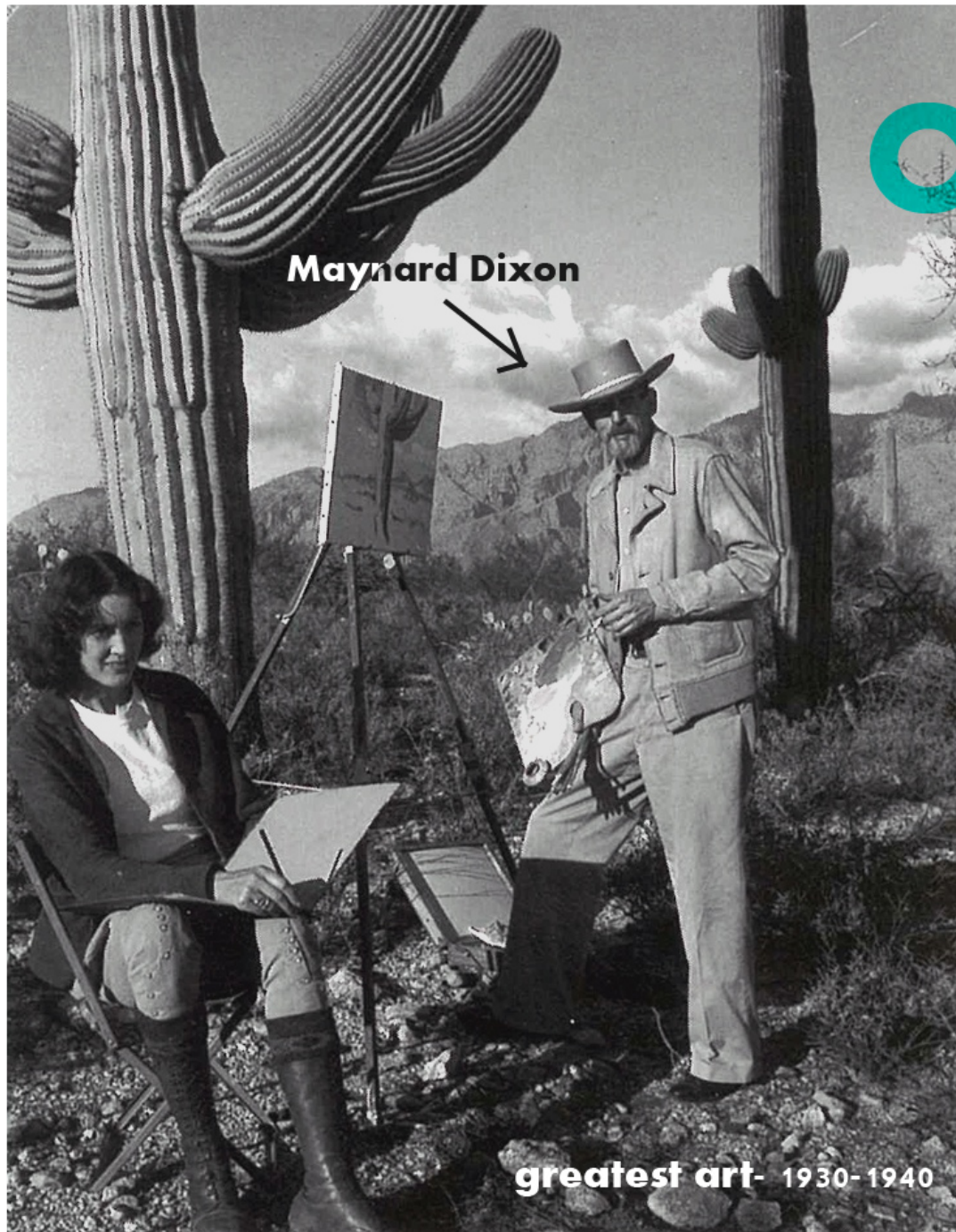
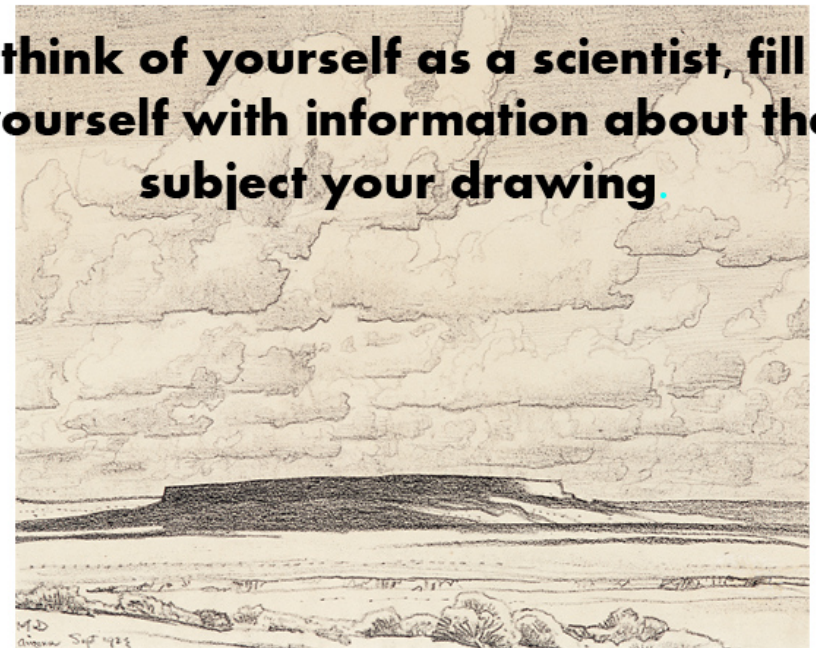




OBSERVING LIFE

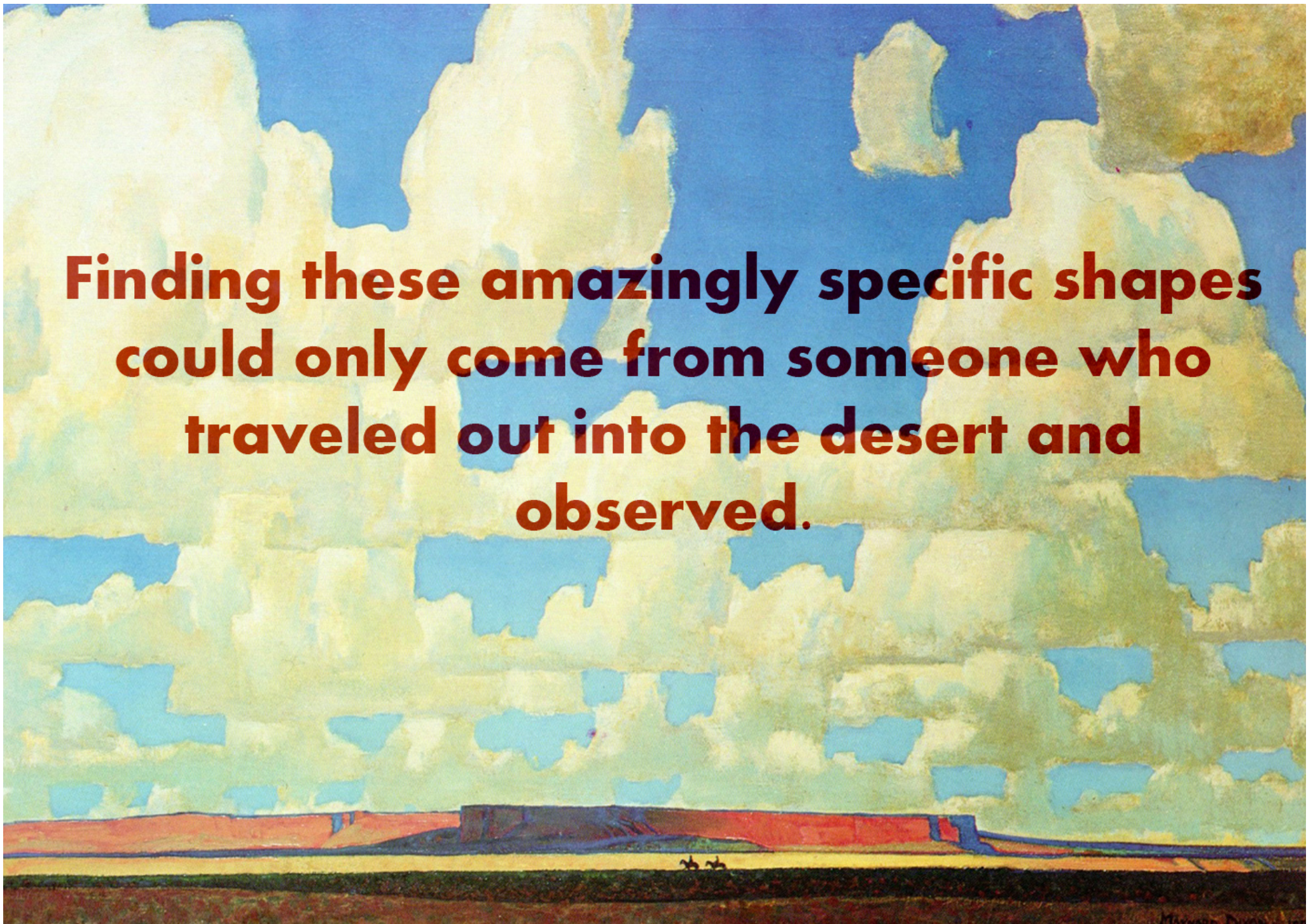
**the best way to come up
with a strong design.**

**think of yourself as a scientist, fill
yourself with information about the
subject your drawing.**





**Finding these amazingly specific shapes
could only come from someone who
traveled out into the desert and
observed.**



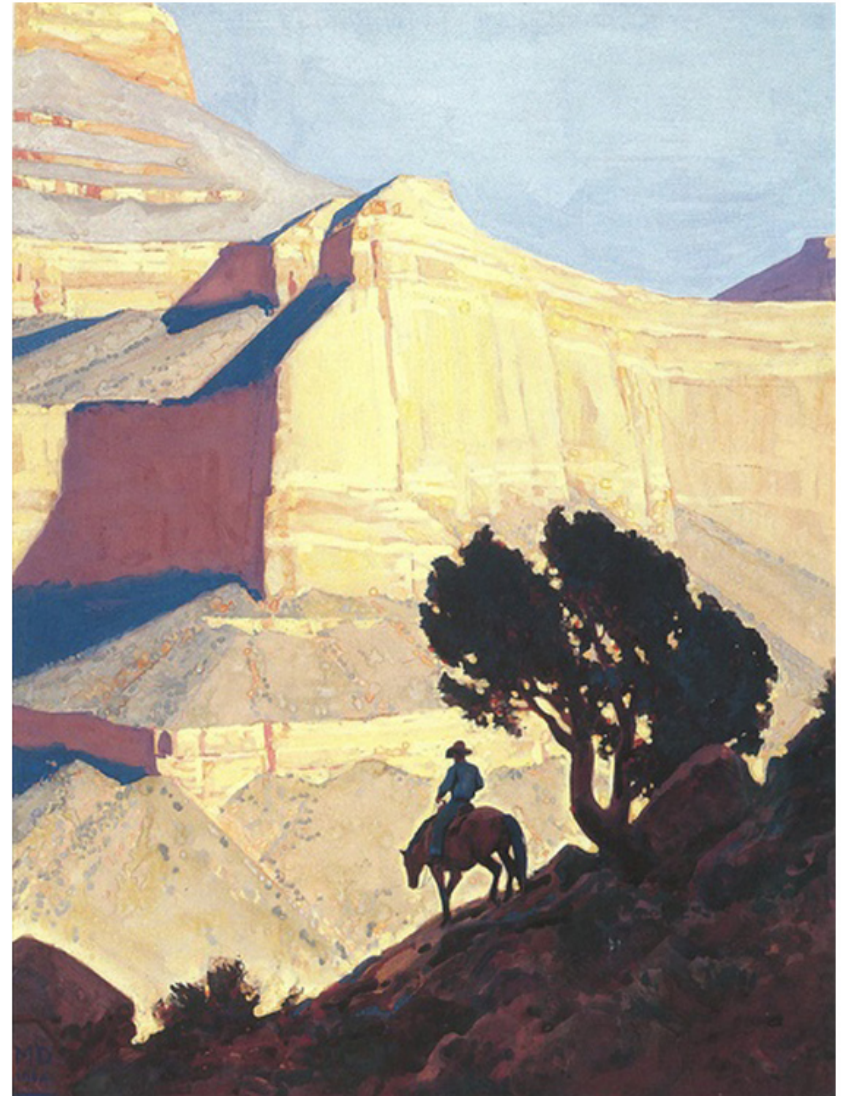
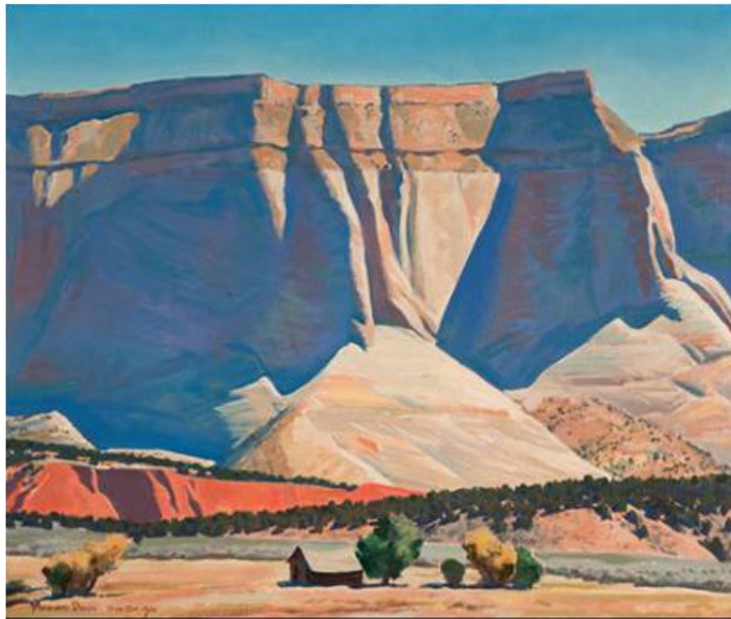


***Simplifying and Organizing what at first glance can seem like chaos.
Filtering the world through our specific set of eyes**



Economy





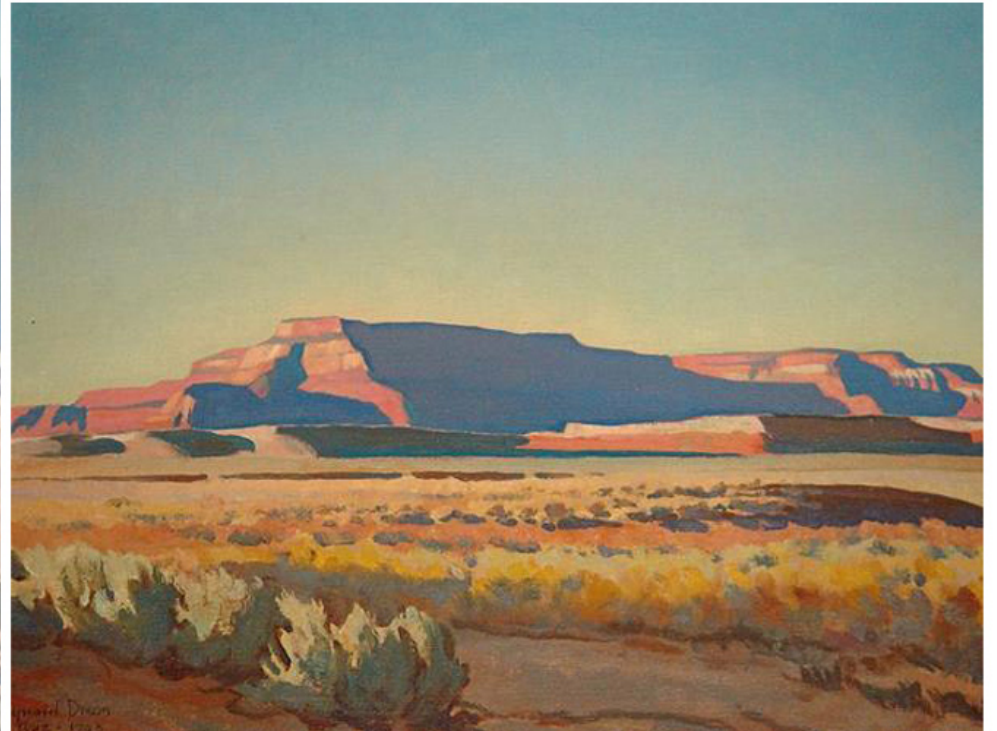
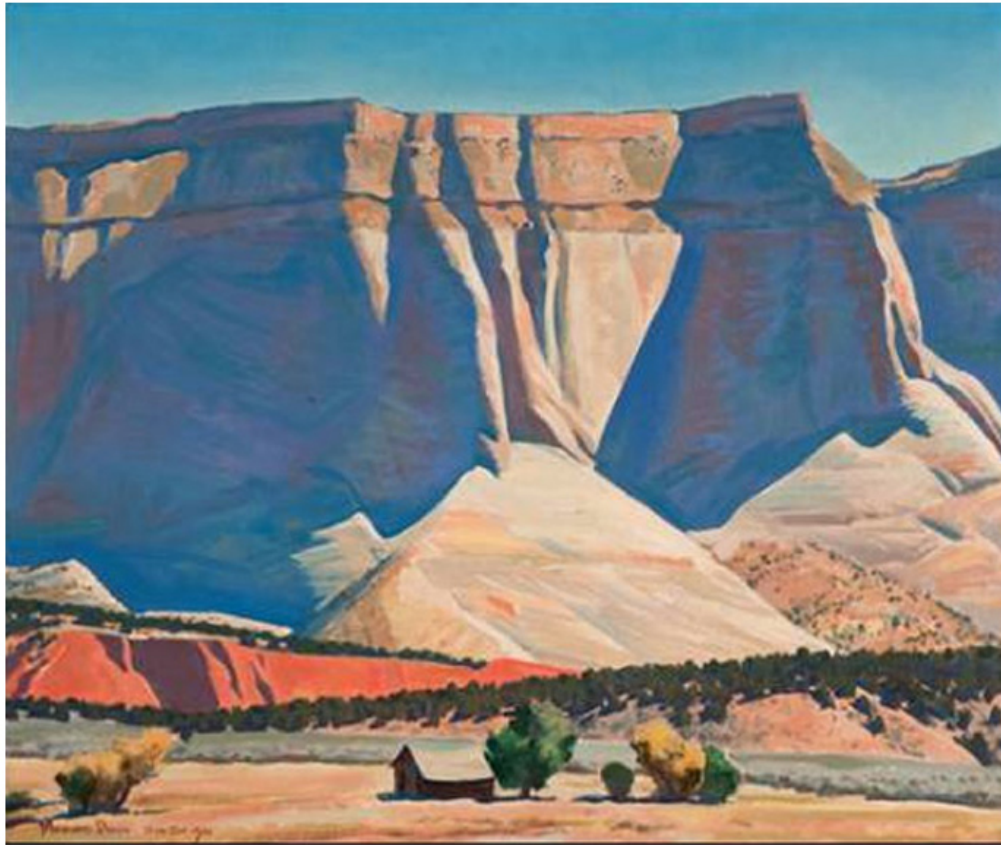






***Finding
the Graphic
design in
nature.**



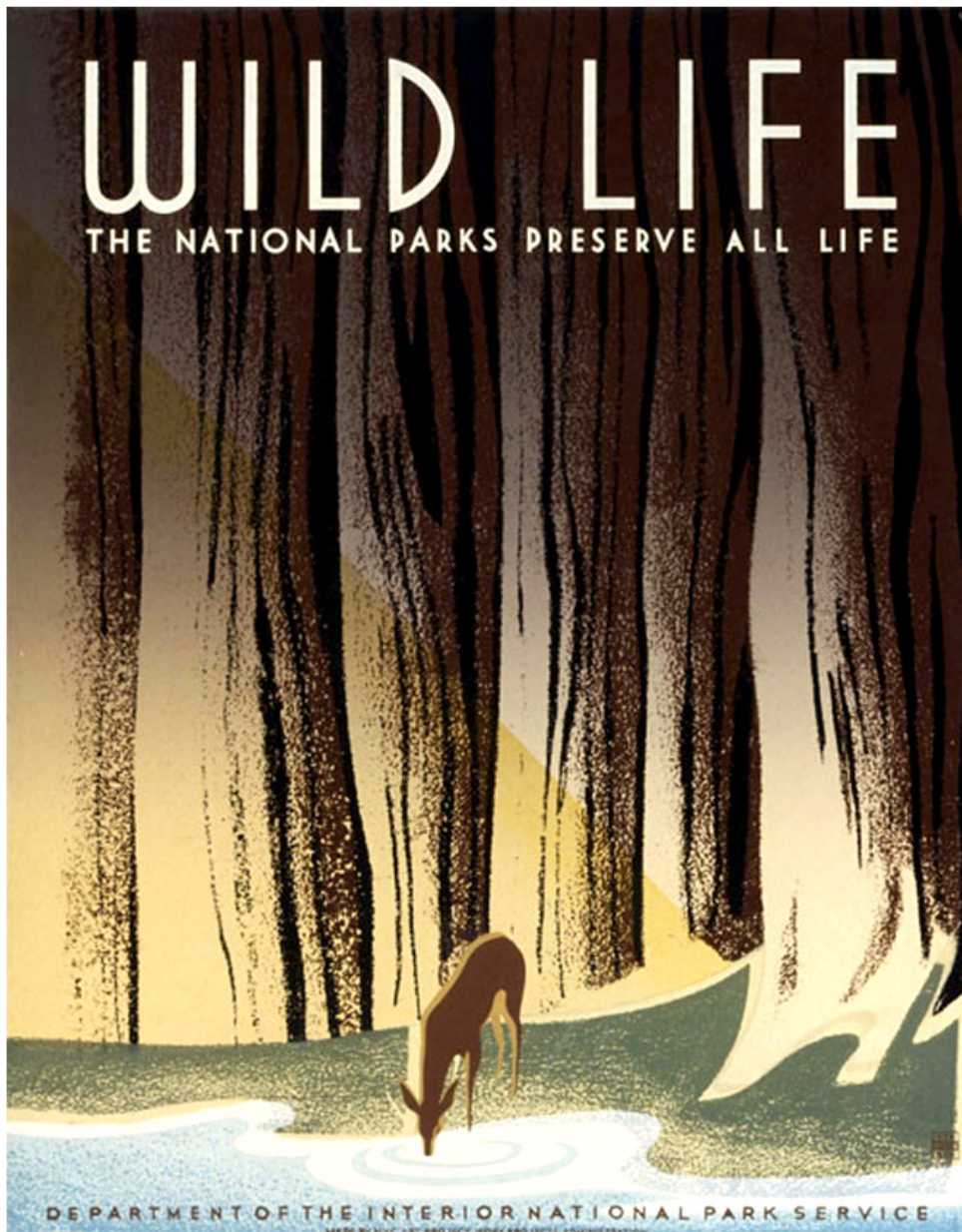


Graphic design idea
taken even further-
1940s WPA poster art

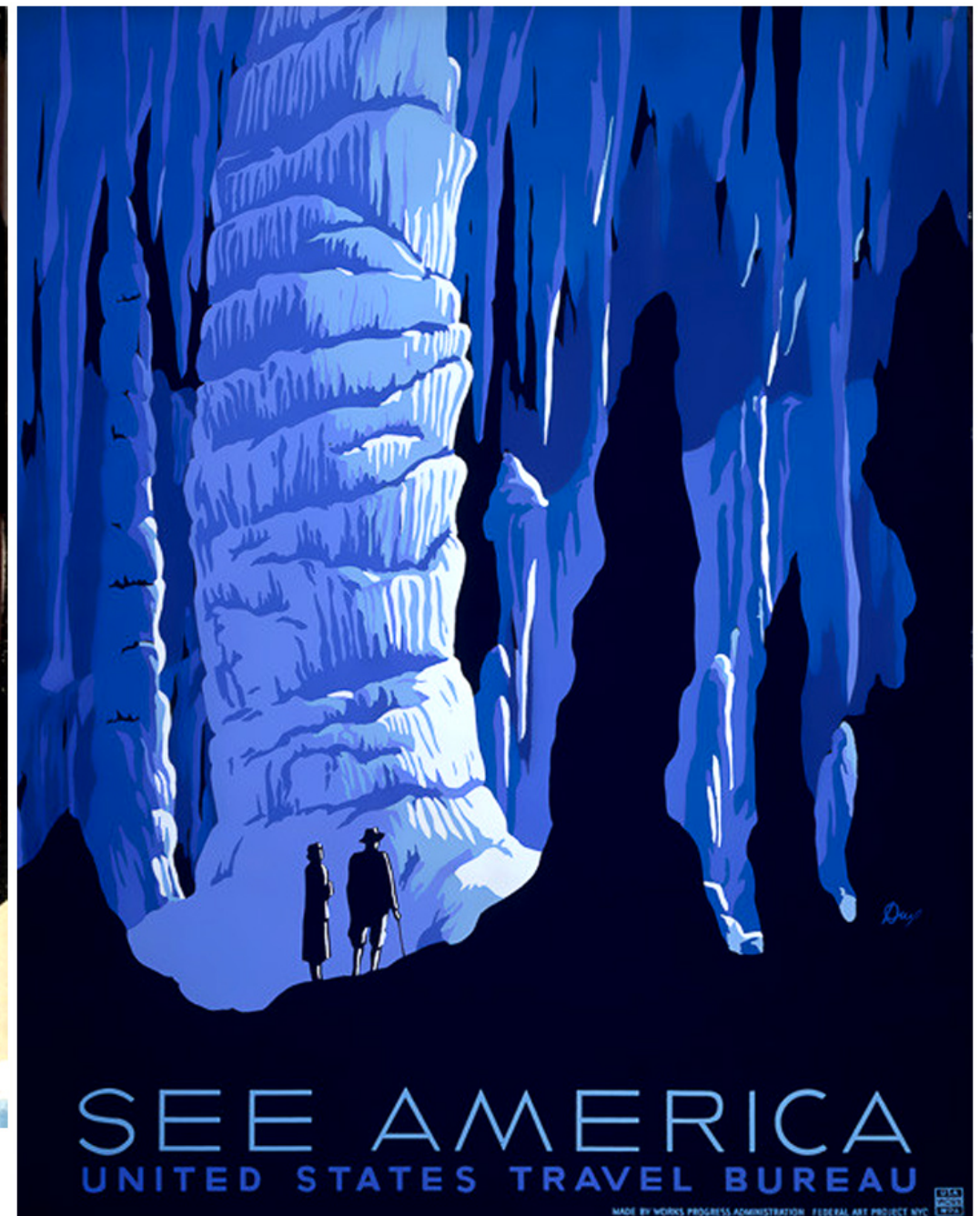


Franklins
into it

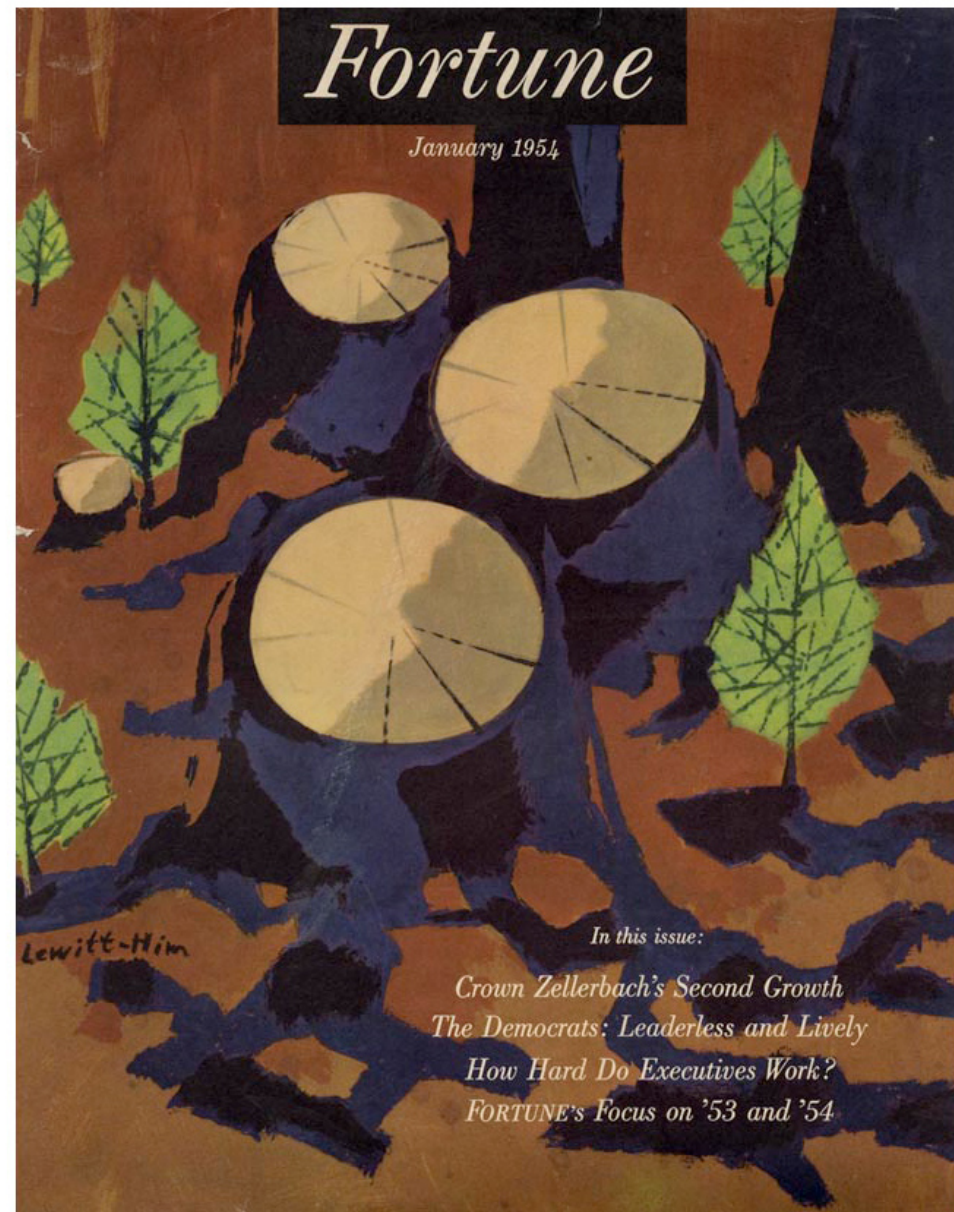




**Boiling something down to its
essence.**



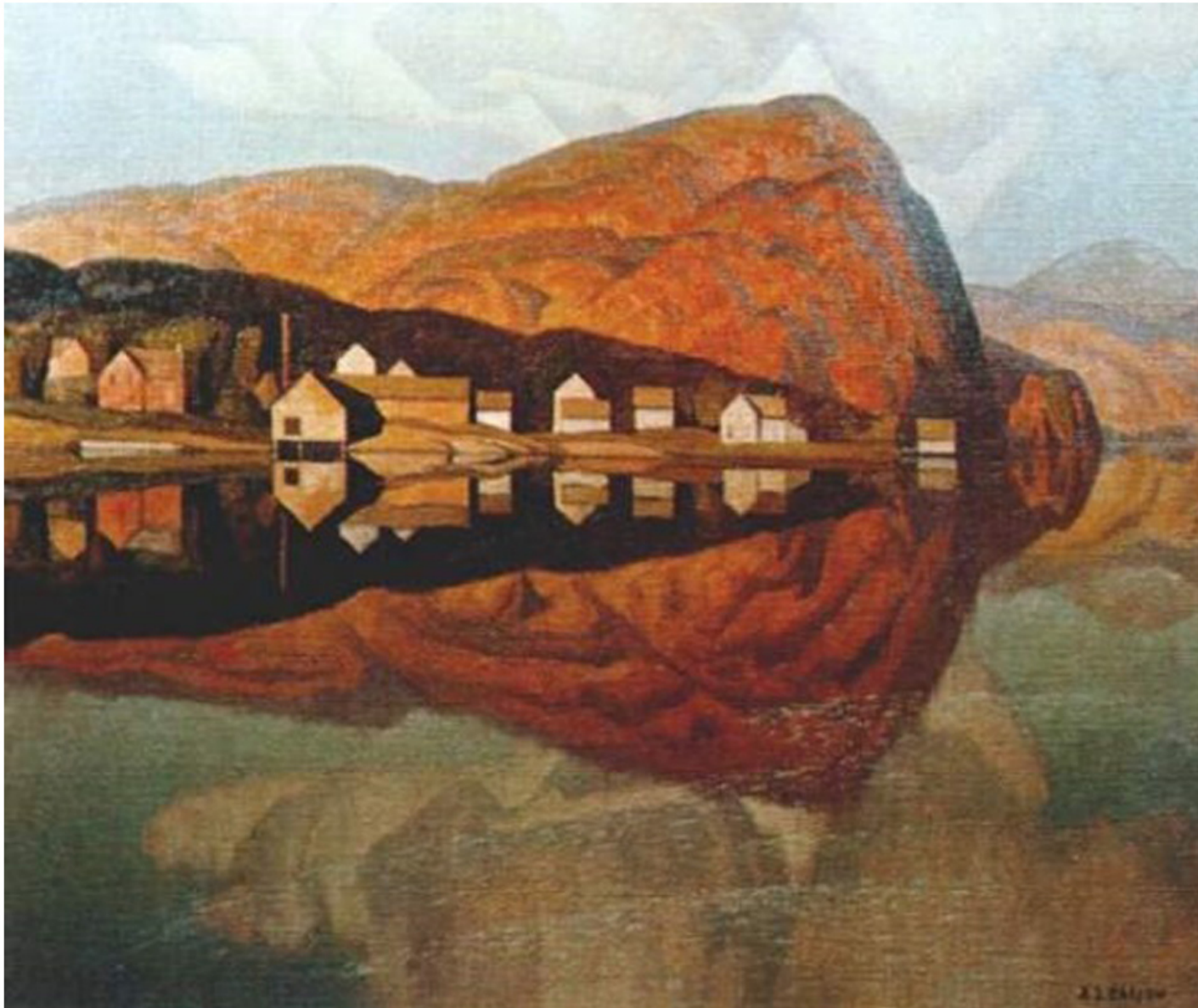
Lewitt-Him





AJ Casson best work-1920s-1950-s
group of seven-modernist approach to nature























**Graphic
design**





this is a perfect image
-Great silhouetted shapes -those trees!
-Appealing grouping of objects -those rocks!
-Finding patterns to exploit - Those tall bushes!
-Confident dramatic decisions-leaves an
impression on the Viewer. Hard to forget

never go wrong with dynamic planes!
especially mixed with such organic curvy shapes.







Georgia o'keeffe mother of American modernism. 1930's

-seek out non animation work, it will make you more interesting. If you like eyvind earle find out who influenced him-go to the source.



Utah trip



Utah trip



the man had good taste in rugs!



Dixon country



Utah trip

**Paintings
based off of my
road trip.**

**Couldn't have
come up with this
stuff without
hitting the road,
absorbing my
surroundings.**

JOSH PARPAN

art design animation

[ASK](#) [SUBMIT](#) [ARCHIVE](#) [RANDOM](#) [RSS](#)





Gravity Falls trip

muir woods northern ca



Burl World- inspiration for the Mystery Shack









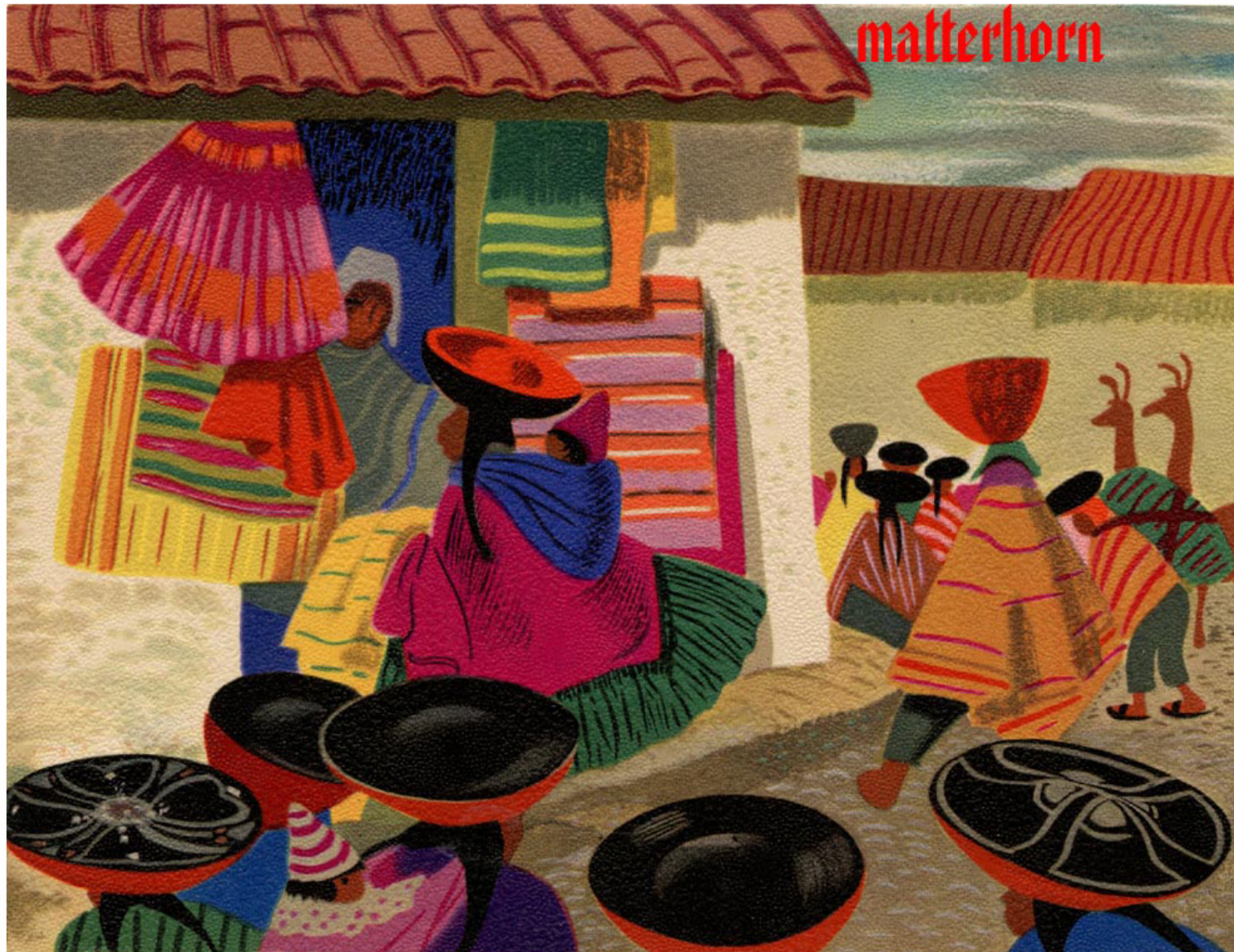






Disney trip to South America

This trip started the tradition of animation studio research trips **1941**



this stuff has an authenticity that you could only achieve by observation







Walt Peregoy
color stylist/bg painter

Marc Davis
animator/dsineyland concepts

Eyvind Earle
Art Director/bg painter

Josh Meador
effects animator

OBSERVING LIFE assignment

Lets apply these ideas to our first assignment

- *We'll go outside to the front of the school for 30 minutes. Bring your sketchbook or a camera.**
- *Pick one element (a tree, bush, flower, cloud ect), use the 30 minutes to sketch or take some reference photos of what you choose.**
- *Most importantly STUDY, figure out what the most essential parts of that thing are. What makes it tick? What can you discard?**
- *We will then go to the cintiq lab and deduce our reference into a design. Just concentrate on the single element you choose. If you have time do multiple versions, Play with different shape language- Maybe one version is more hard edged while the other is softer/rounder. Don't worry too much about making it polished and clean.**
- *Include your reference with the final design.**
- *What we don't finish in class is homework.**
- *Upload your work to the class tumblr when your finished.**