**Vector Landscape**

Exploring 3D Forms and Light Using Vector Graphics

**Guidelines**

* Draw a **cylinder, cone,** and **sphere.**
  + Use either **gradients or a series of shapes** filled with solid colours to **create tonal shading.**
  + Fill each shape using **gradients** (either linear, radial), to create 3-D looking forms. Use texture fills and transparent gradients to challenge yourself.
  + You may also **fill shapes** with solid colours to create **tonal shading.**
* Establish a **single light source** and fill each object so that the lighting is consistent.
* Create a **detailed and imaginative background**. This could show interior or exterior space.
* You must include a background, middle-ground and foreground.
  + This must be reasonably detailed and may include objects such as tables, chairs, streets, etc.
* Remember your **perspective rules**.
  + How does a cylinder curve above/below the eye level or line of horizon? Objects appear lighter (and less clear) closer to the horizon.
* Avoid outlines.
* At least two of your objects must overlap.
* Shapes must vary in size.
* Use repeating lines and perspective.
* Your design must include a **focal point** placed according to the **Rule of Thirds**
* No Clip Art please.
* Create **shadows** and use a **light source.**

**Tips to Remember**

* Mirror objects (copy and flip)
* Move and skew (or use add perspective) to align the shadow into the position relevant to the light source.
* Use a gradient of black to black and bring opacity down to ‘0’ on one of the blacks.
* Adjust the position and gradient of the shadow accordingly.
* Remove the outline around the shadow.

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