

FINAL ZENITH PRESENTATION

An investigation of textile
illustration with inspiration from the
senior design movie poster project

by Meri Sanders





PROJECT OBJECTIVE

Explore and expand beyond the boundaries of traditional mediums to produce illustrations - experiment with layering of fabric, how to showcase a 3D space using fabric on a primarily 2D surface, etc.

INSPIRATION

Martin Smatana

A Year of Good News



I found a project titled, "A Year of Good News" by Martin Smatana

I took inspiration from the lightheartedness and playfulness each textile illustration showcased

I knew I wanted to do the same but rather than creating art to depict real events, I wanted to bring to life scenes from my make-believe movie.



MARTIN SMATANA

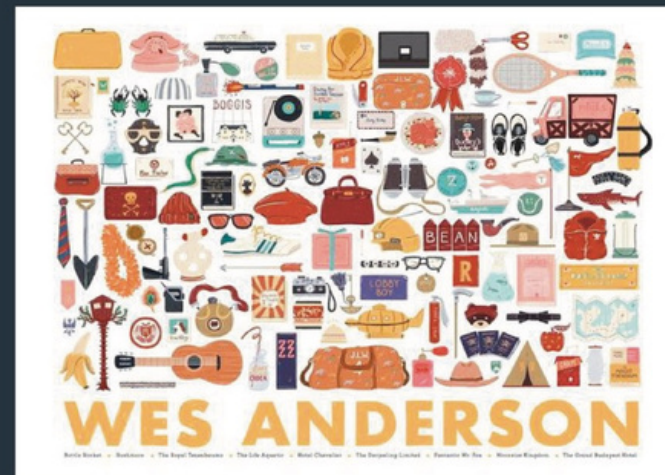
I took inspiration from artist and animator, Martin Smatana who primarily works with textiles and paper.

He studied animation at a variety of schools throughout Europe and has won over 60 awards for his work.

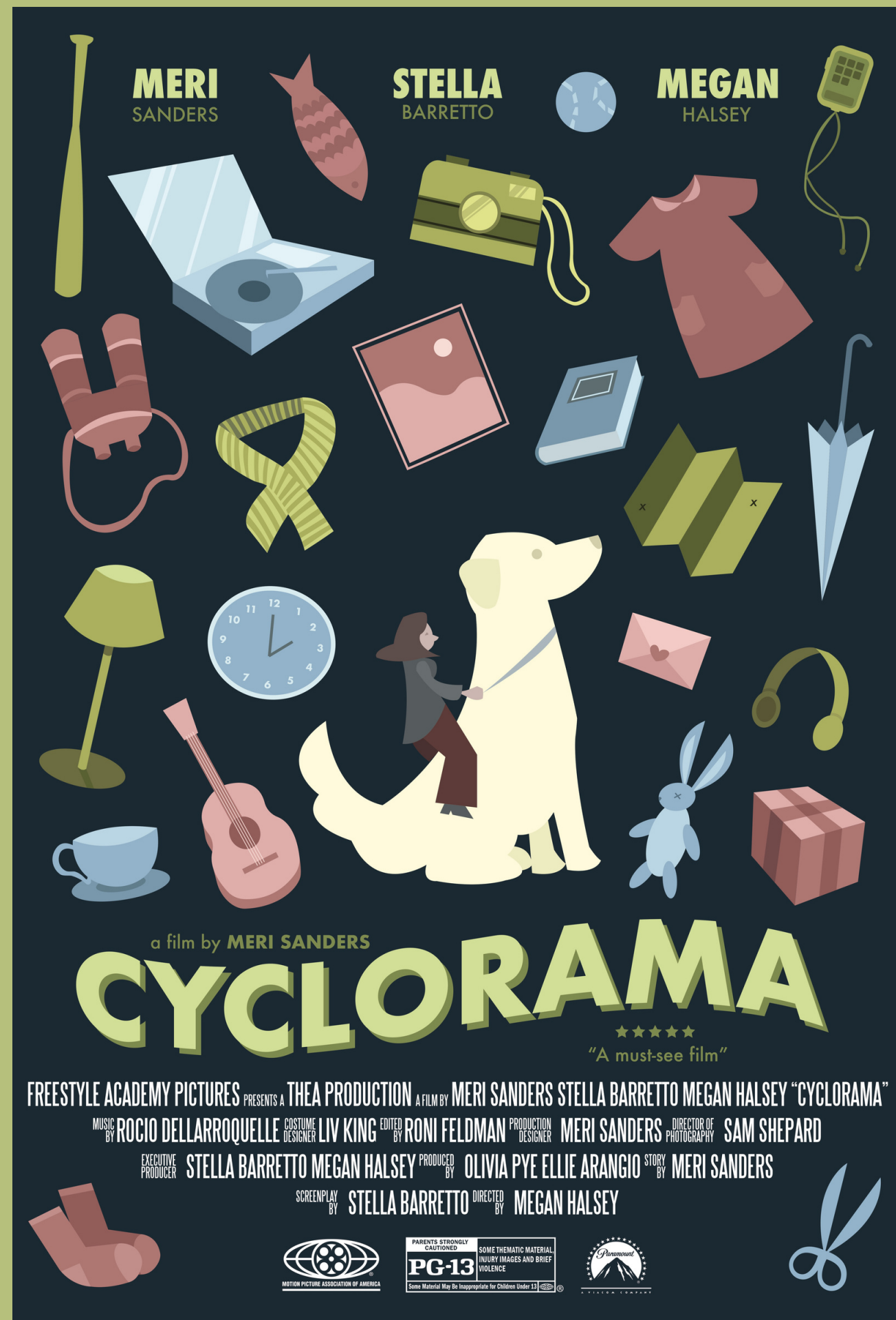
MOODBOARD

MERI SANDERS

**ADVENTURE/
COMING-OF-AGE**



I will create my poster using Adobe Illustrator and Photoshop (I will use one photo from Pexels). I will utilize a triadic color scheme. My genre is adventure/coming-of-age and I will take Wes Anderson films and coming-of-age film posters such as *Lady Bird* and *La La Land* as my inspiration. My font is Futura Bold.



FINISHED POSTER

STEP 1: SKETCHES & MOODBOARD



Meri Sanders

ILLUSTRATION #1

ILLUSTRATION #2

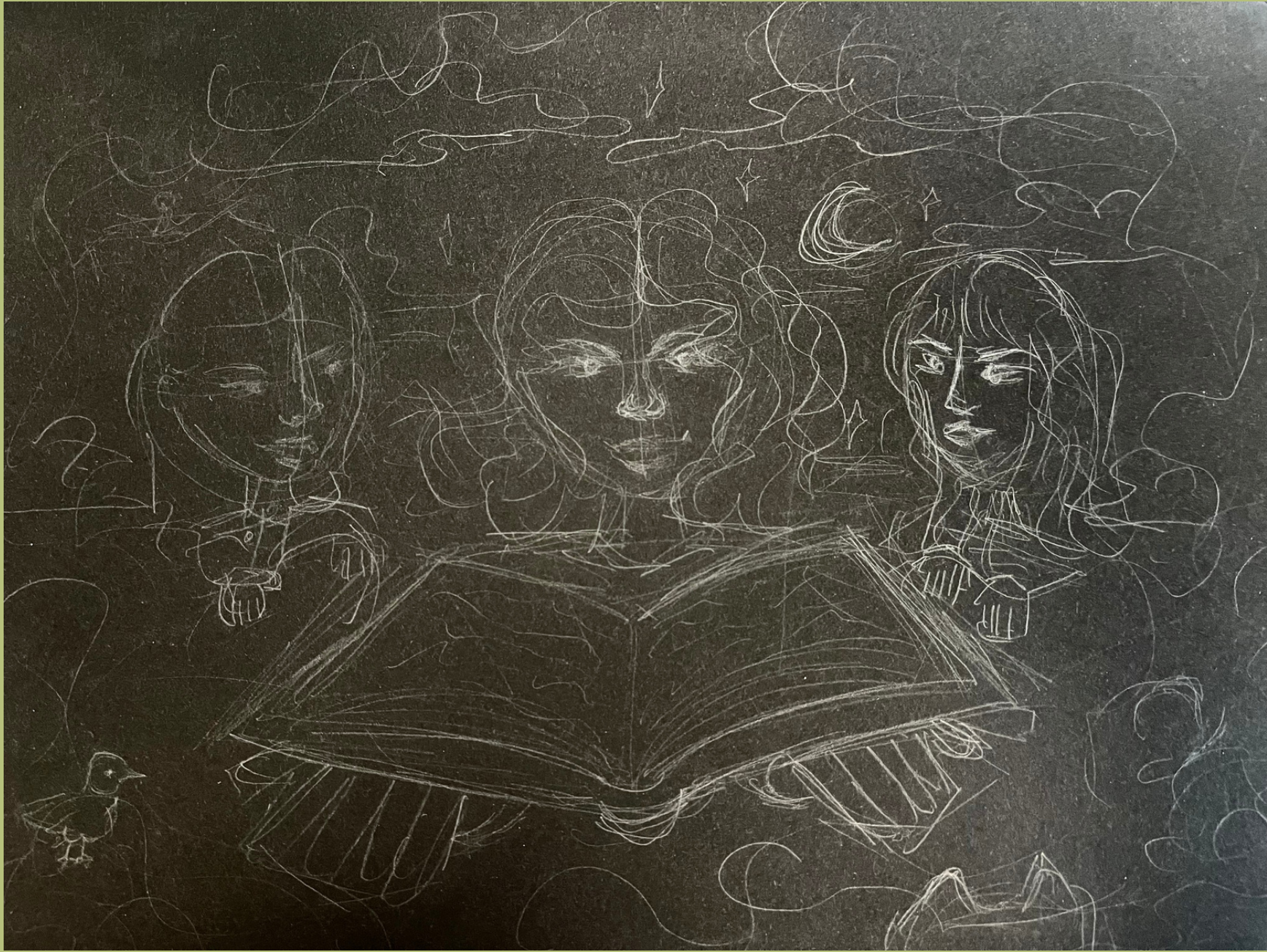
ILLUSTRATION #3

ILLUSTRATION #4

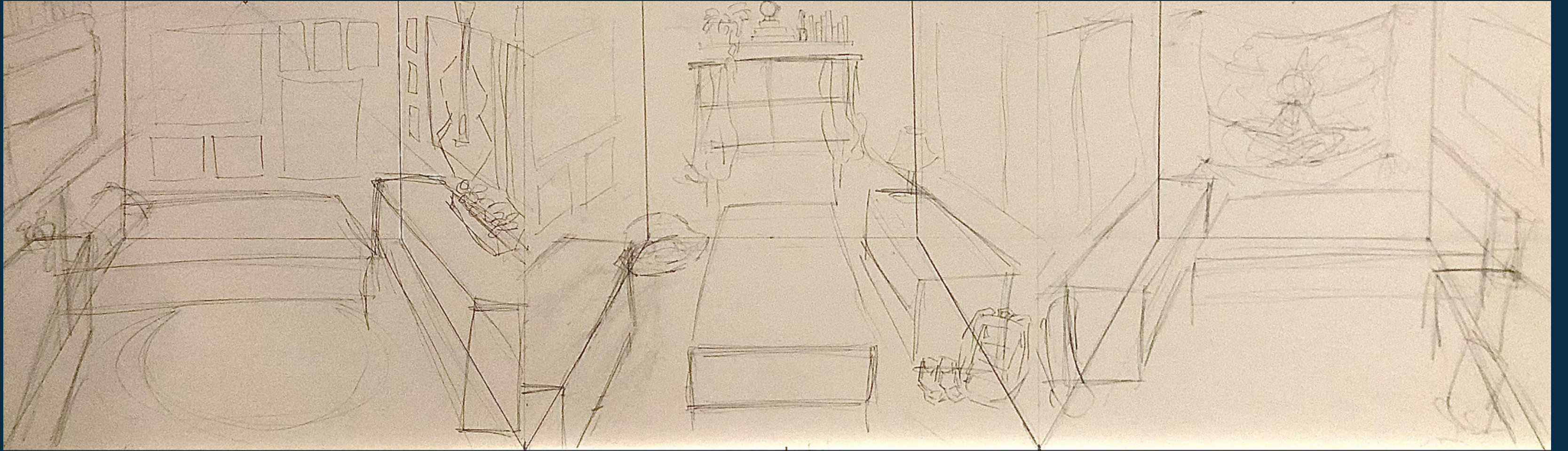
For my Zenith project, I plan to create four textile illustrations all related to my last design project, the movie poster project. Using scrap fabric and paper, including patterned paper I will design myself, I will create three scenes from my make-believe movie and one character pack. I will then animate small elements of each of the three scenes I create.

MOODBOARD

SKETCH



SKETCH #2



STEP 2: ASSEMBLING & LAYERING



1

2



3



STEP 3:
FINISHED PIECES

ILLUSTRATION #1: CHARACTER PACK



ILLUSTRATION #2: BEDROOMS/SETTING





**ILLUSTRATION #3:
END SCENE**

WHAT I LEARNED

- Art cannot be rushed
- Don't be afraid to explore beyond your comfort zone
- Be realistic in terms of deadlines and timing in general



THANK YOU!

