**VISUAL JOURNAL**

**ADVANCED 3D STUDIO CLASSES**

**OBJECTIVE:** The **“Visual Journal”** (sketchbook) is an important resource for information of: **ideas** (visual & written), **technique samples**, all things related to your 3D projects.

**SKETCHES\*:** Workout construction issues, abstract ideas, proportions, surface textures, color schemes, etc. **Label sketches**, and be specific when you make notes; with complete sentences! Your notes should include techniques, types of media, tools used, etc.





\*Drawings/sketches should be made to the best of your abilities.



Photos you have taken, or have permission to use may be inserted into your journal. You should, also, include: Inspirational magazine pictures & text, surface decoration, etc.

**CLASS:** All handouts, notes from demos & presentations, and any other important information should be attached in your journal.

**MAJOR PROJECTS:** a self - evaluation/critique, or Artist Statement will be written on the completion of each major project in your journal, be sure to include a photos of each of your projects.

**PLAY PROCCESS PRACTICE PRODUCT**