



UNIT THREE: Pop Art Portrait – Adobe Illustrator

Challenge: Create an illustrator portrait that reflects the subject and cultures popular values.



20 New Adobe Illustrator Tutorials to Create Vector Graphics

<http://graphicdesignjunction.com/2013/11/new-adobe-illustrator-tutorials/>

1) How to Create a Geometric, WPAP Vector Portrait in Adobe Illustrator
<http://design.tutsplus.com/tutorials/how-to-create-a-geometric-wpap-vector-portrait-in-adobe-illustrator--vector-16102>

2) Adobe Illustrator & Photoshop tutorial: Add vector flair to model shots
<http://www.digitalartsonline.co.uk/tutorials/photoshop/add-vector-flair-model-shots/>

Pop art emerged in the mid-1950s in Britain and the late 1950s in the United States. Among the early artists that shaped the **pop art** movement were Eduardo Paolozzi and Richard Hamilton in Britain, and Robert Rauschenberg and Jasper Johns in the United States.

Andy Warhol (1928 –1987 American) A renowned, and sometimes controversial artist, was a leading figure in the pop art movement. His works explore the relationship between artistic expression, celebrity culture, and advertisement that flourished by the 1960s.

Warhol's art used many types of media, including hand drawing, painting, printmaking, photography, silk screening, sculpture, film, and music. He was also a pioneer in computer-generated art using Amiga computers that were introduced in 1984, two years



before his death. He managed and produced *the Velvet Underground*, a rock band which had a strong influence on the evolution of punk rock music. His studio, *The Factory*, was a famous gathering place.

Warhol coined the widely used expression "15 minutes of fame". Many of his creations are very collectible and highly valuable. The highest price ever paid for a Warhol painting is US\$105 million for a 1963 canvas titled "Silver Car Crash (Double Disaster)".

Andy Warhol with Debbie Harry at the 1985 Amiga Launch at Lincoln Center
<http://www.computerhistory.org/atchm/warhol-the-computer/>



Roy Lichtenstein

Reverie from 11 Pop Artists, Volume II

The Creative Process

- 1) **Generating:** Begin by collecting a variety of self-portrait photographs and appropriated images representative of popular culture.
- 2) **Planning & Focusing:** Using Photoshop try out different possible image combinations, grids, cropping and compositions. Create thumbnail sketches of at least 6 portrait possibilities; include a brief explanation of the emotion or messages each evoke.
- 3) *Teacher Conference:* you will need the thumbnail sketches, a brief explanation and at least 6 research images of the artists mentioned, or other Pop Artists. Display creatively in your sketchbook.
- 3) **Exploring & Experiment** using Adobe Illustrator. Try different tutorials and techniques to achieve the best possible outcome.
- 4) **Revision and Refining:** Constantly save your **preliminary work:** as you **revise and refine**. Display your progress as evidence of your learning / creative process. Regularly consult with your teacher and peers.



Self-Portrait, Andy Warhol

1966. Silkscreen ink on synthetic polymer paint on nine canvases

Self-Portrait (1966) was **constructed** in what would become one of Warhol's signature **styles**—a grid of bright, repeated **silkscreened** portraits. An expert colorist, Warhol paired **primary** and **secondary colors** as well as different **shades** of the same **colour**.

https://www.moma.org/learn/moma_learning/andy-warhol-self-portrait-1966

Warhol was drawn to the glamorous worlds of Hollywood, fashion and celebrity. Warhol bought and read teen magazines and tabloids to stay current on what was pop, even into adulthood. He carried this interest into his artwork, creating iconic paintings of mega-stars such as Elvis Presley, Marilyn Monroe and Elizabeth Taylor. Warhol **appropriated** images for his portraits from magazines, newspapers or directly from publicity photographs.

Warhol used photographic silkscreen to create his celebrity portraits. This method of printing creates a very precise and defined image and allows the artist to mass-produce a large number of prints with relative ease. Warhol adopted the methods of mass production to make images of movie stars that were themselves mass-produced. Elvis Presley was infinitely reproducible. Warhol could produce as many *Elvis* paintings as he pleased.

- If he had not died at a young age, would Warhol have created more computer art? Why?
- What portraits do you see all the time on the television and in magazines and newspapers?
- What effect does this repetition have on culture?
- Are there different types of fame? Which type is most valuable?
- If you could make a portrait of anyone in the world, who would it be? Why?



Andy Warhol, *Mick Jagger*, 1975,



Andy Warhol, *Liza Minnelli*, 1979, polaroid and painting, ©AWF

REPITION: Adobe Illustrator & Photoshop tutorial: Use Illustrator's Live Trace to create a vector pattern illustration
<http://www.digitalartsonline.co.uk/tutorials/adobe-illustrator/use-live-trace-on-faces-create-vector-pattern-illustration/>

Read more at warhol.org: <http://www.warhol.org/education/resourceslessons/Icon-Portraits/#ixzz3qaIC1TM3>

Shepard Fairey

Andy Warhol was a big inspiration because he made a mockery of the fine art world, taking press stills and household items and turning them into high art. I felt like what I was doing was pop art in a similar vein, but I was taking it even further outside the institutions and straight to the street. I remember when I was making t-shirts, somebody said, "Isn't it amazing that you're taking one of the ugliest images ever and putting it on a shirt, and people are buying it up as fashion?" I had the idea of taking that a step further by taking Marilyn's sex symbol face and changing that into Andre's ugly face. Andre wasn't a handsome man and he's even a more hideous woman, but people loved the humor of the poster and snapped it up any-

way.



MARILYN WARHOL



The Films of Andy Warhol

Warhol began to make films in 1963. His subjects were often unscripted ordinary events—a man getting a haircut (*Haircut*), a man sleeping (*Sleep*), a person eating a mushroom (*Eat*), or two people kissing. He also filmed *Screen Tests* (1964–66), portraits of friends who were instructed to sit as still as possible while the camera rolled. Warhol, too, was no stranger to the camera and was photographed often by his friends, the press, and documentary filmmakers.

Other tutorials:

Create an Inspirational Vector Political Poster

<http://cwseed.com/shows/vixen/view-in-app/?play=f4cef08a-4fd7-4ab5-941a-b97e88800872>

Adobe Illustrator & Photoshop tutorial: Create stylish vector portraits

<http://www.digitalartsonline.co.uk/tutorials/adobe-illustrator/turn-portraits-into-stylish-vector-art/>

Simple Roy Lichtenstein Style in Illustrator and Photoshop

<http://abduzeedo.com/simple-roy-lichtenstein-style-illustrator-and-photoshop>



Why not try minimalist portraits?

