

# Presentation Graphics

## 6.S063 Engineering Interaction Technologies

Prof. Stefanie Mueller | HCI Engineering Group

but I cannot draw....

me neither...

# rotoscope::

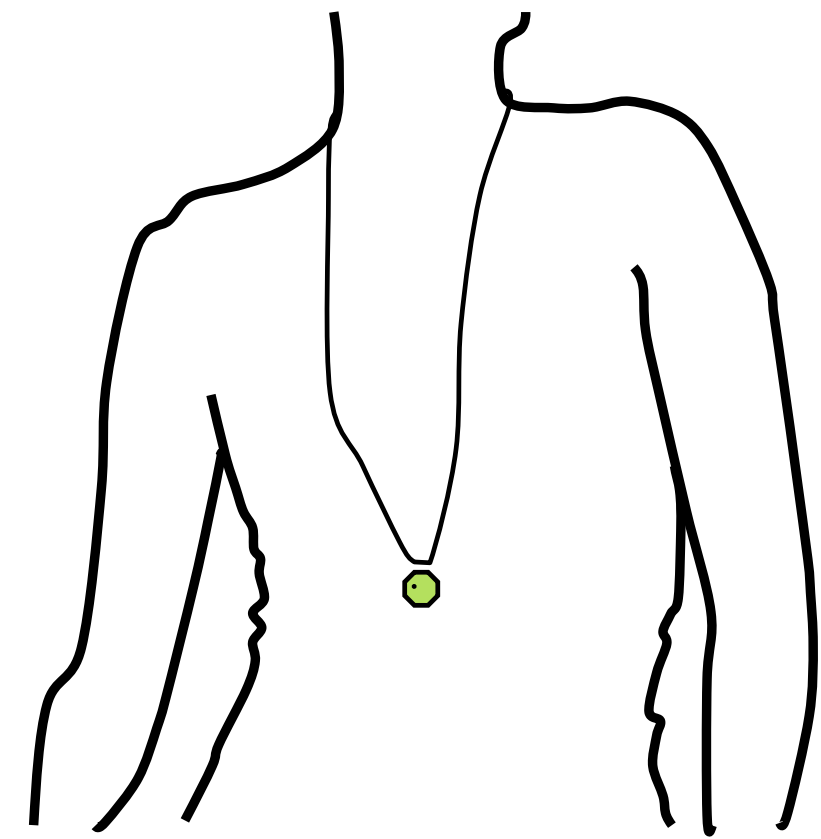
copy from image by drawing over it



take photo

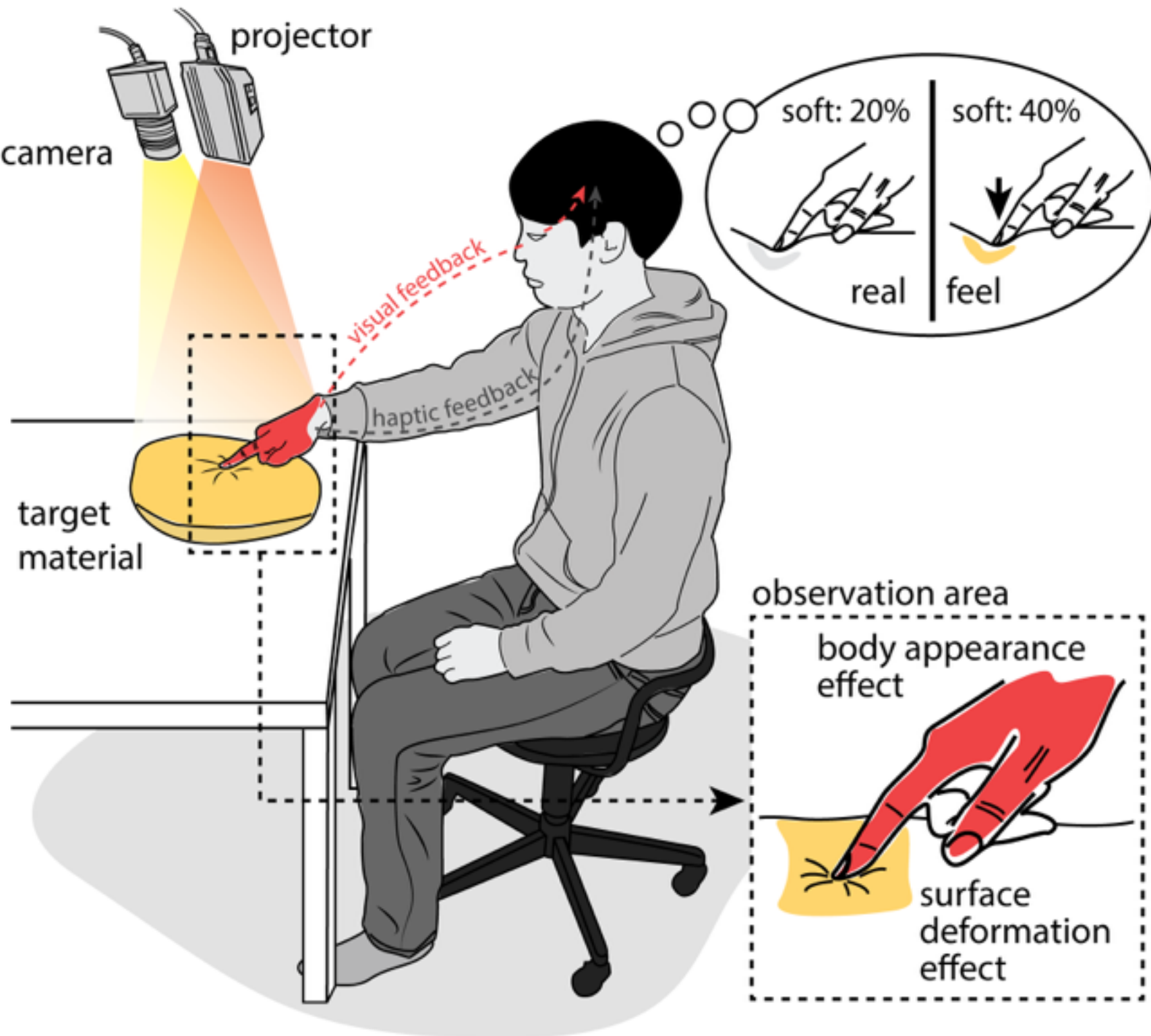


trace lines



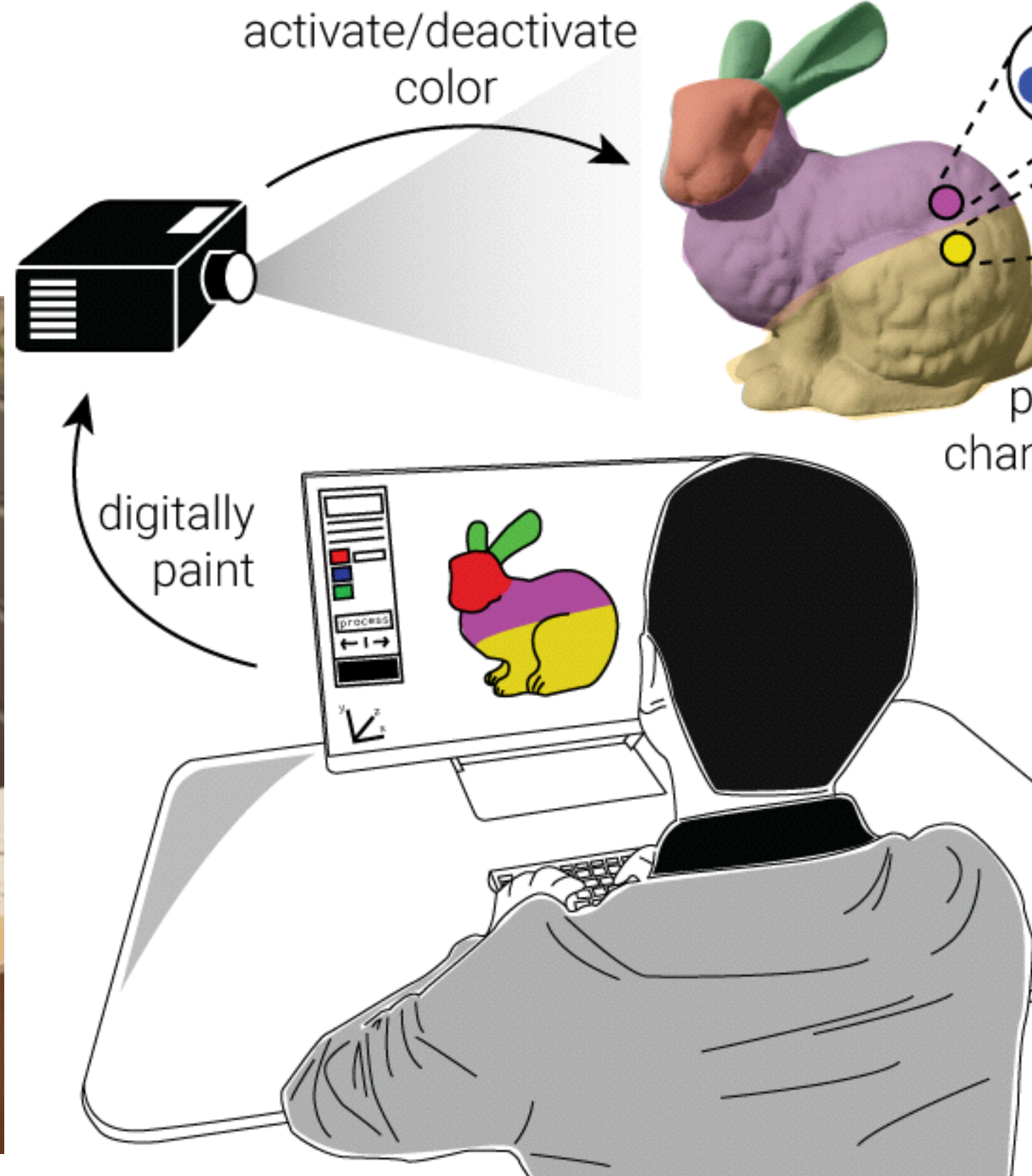
remove photo

[Patrick Baudisch]



[Parinya Punpongsanon]





[Parinya Punpongsanon]

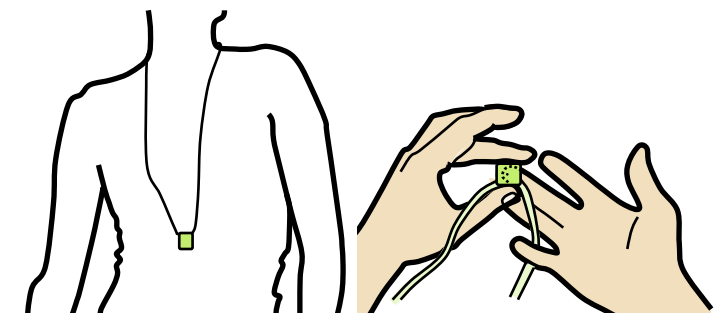
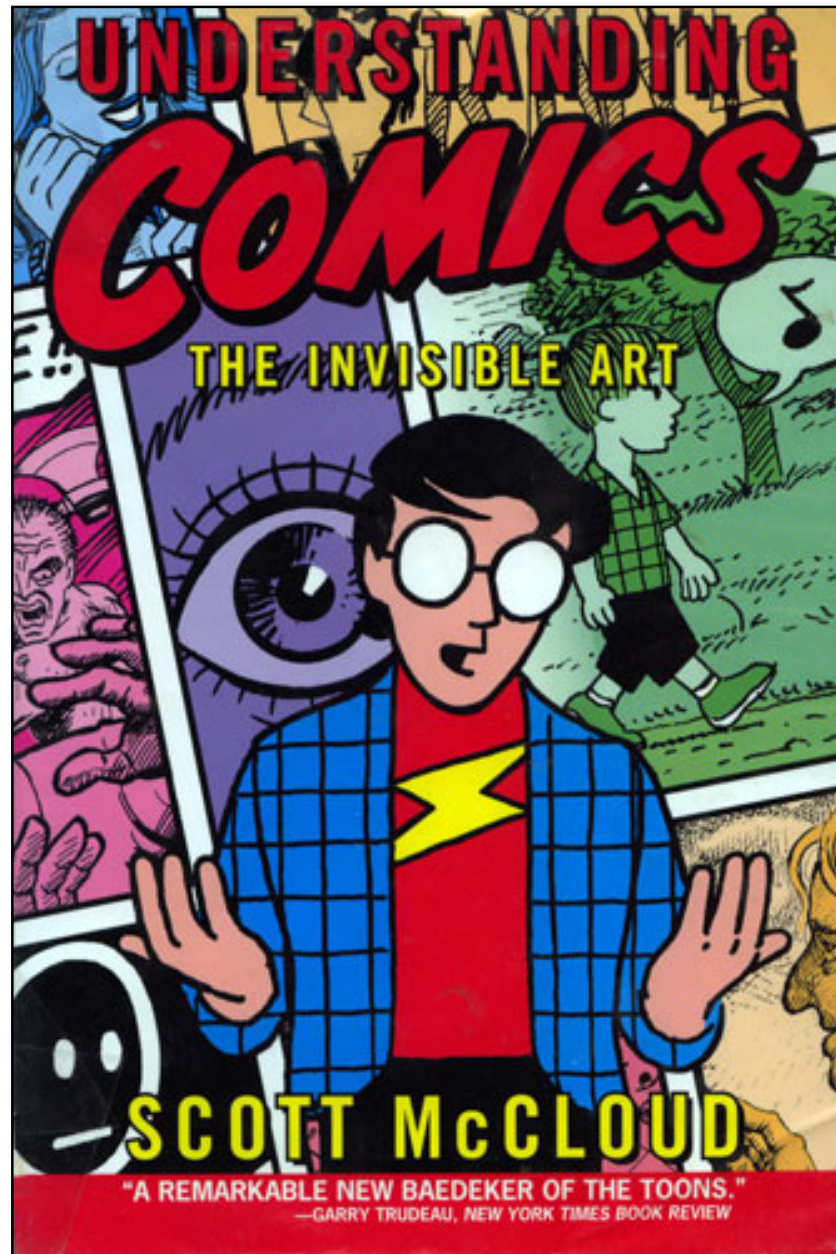
## **goal for today:**

- take one of your idea scribbles
- make this one idea look really good for next weeks presentation

**why use rotoscopes  
and not photos?**

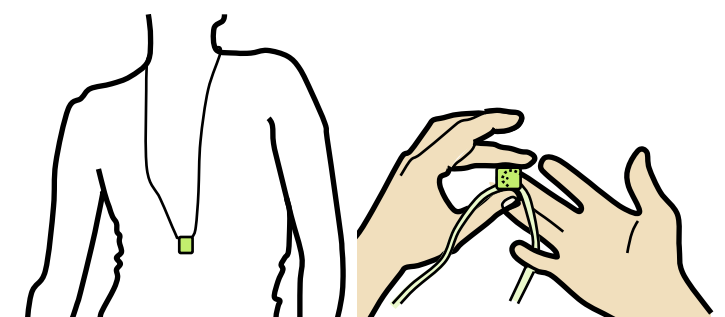


THE ABILITY OF  
CARTOONS TO *FOCUS*  
OUR ATTENTION ON  
AN IDEA IS, I THINK,  
AN IMPORTANT PART  
OF THEIR SPECIAL  
POWER, BOTH IN COMICS  
AND IN DRAWING  
GENERALLY.

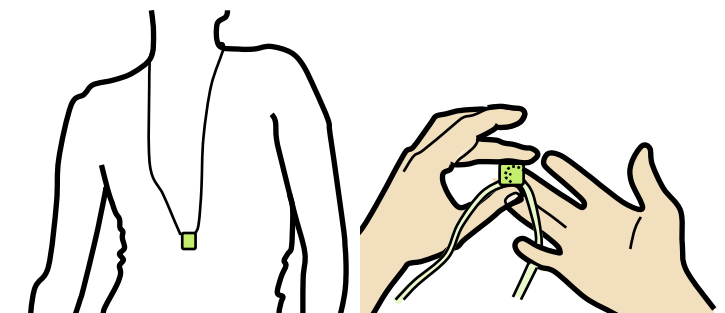
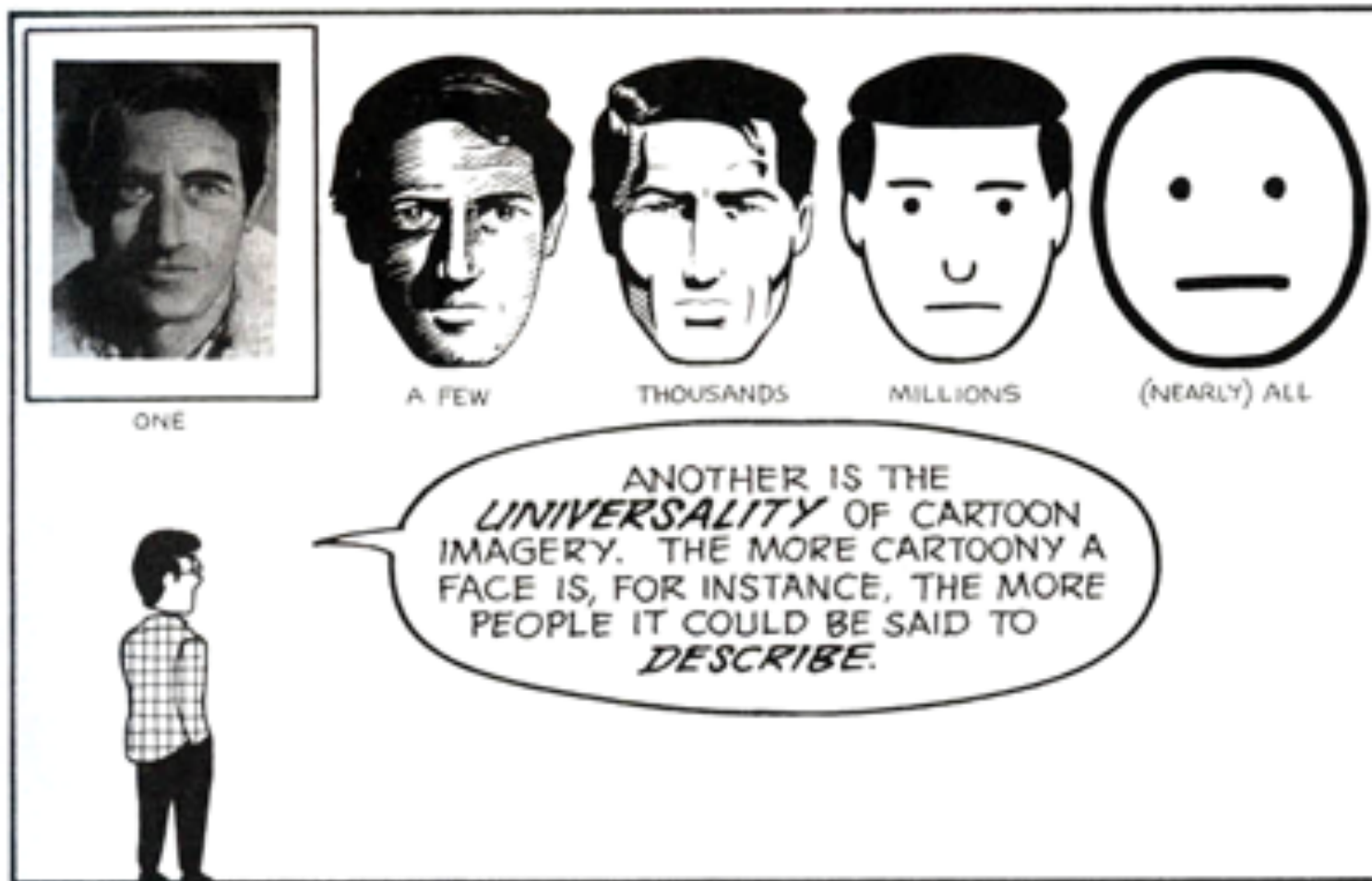


allows to focus on  
the essential things



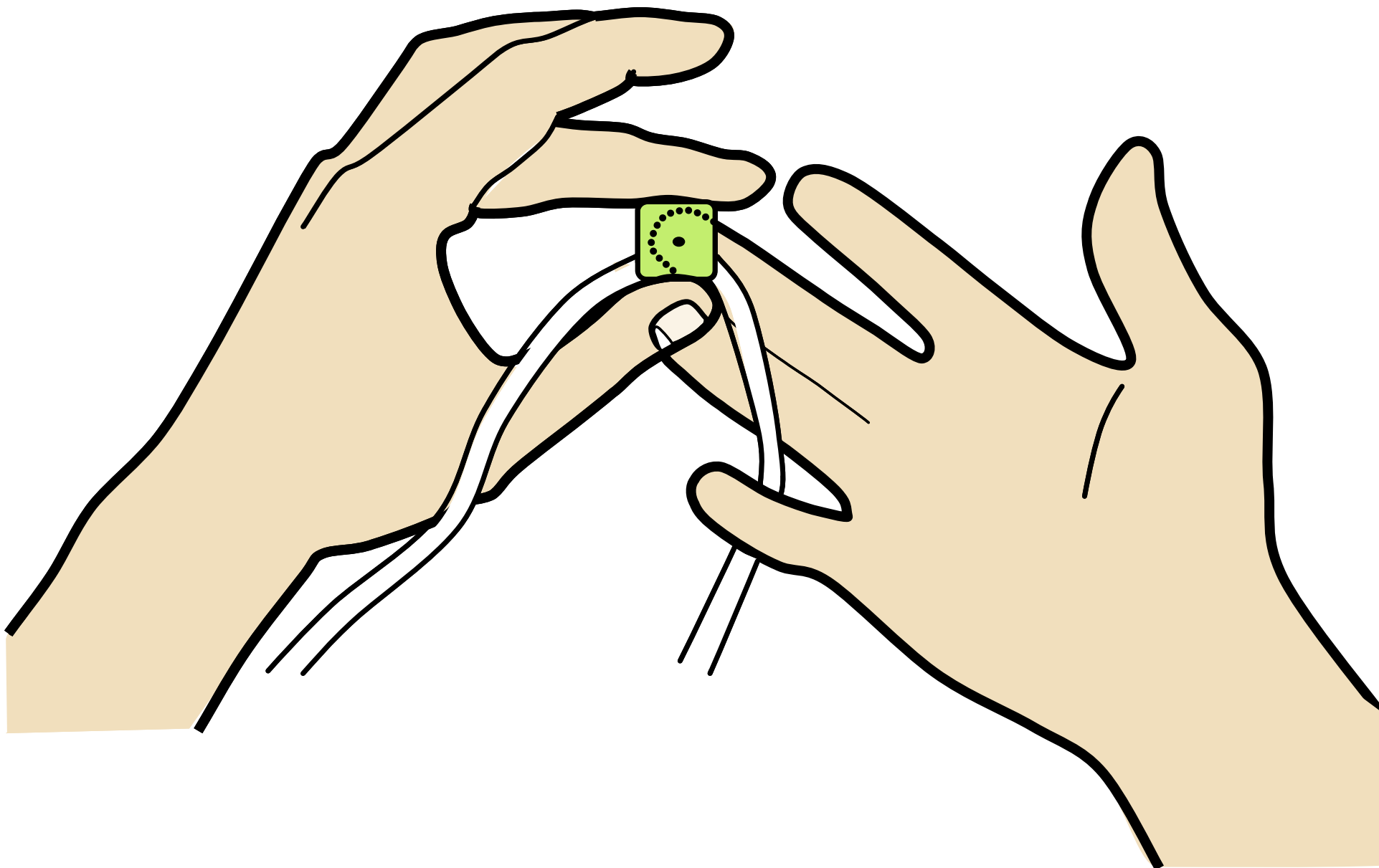


rotoscoping is very clear  
can be made very small



best to communicate  
high-level concepts

**useful tricks**



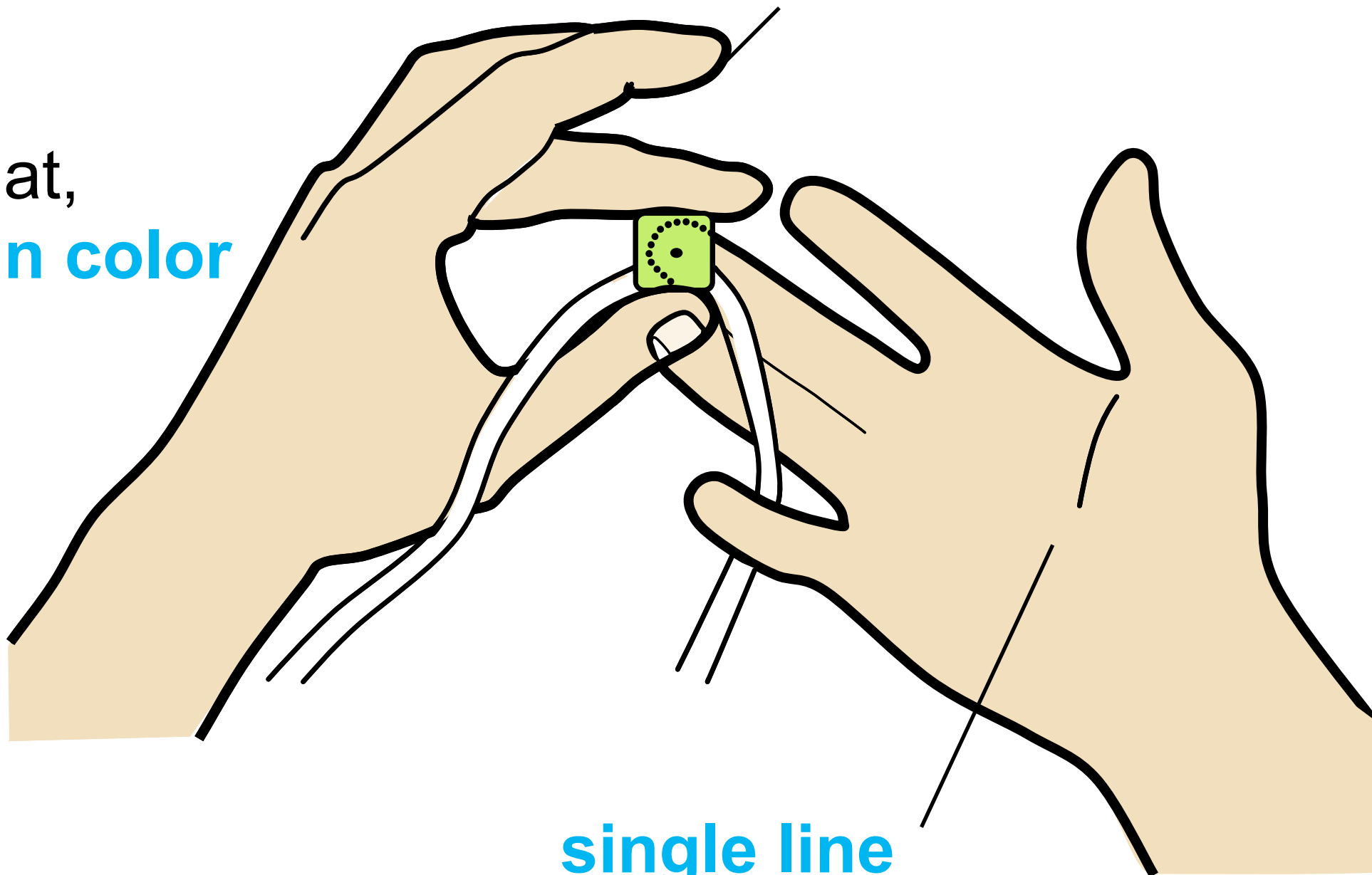
what are some things you notice in the drawing that make this look better?

**<30s brainstorming>**

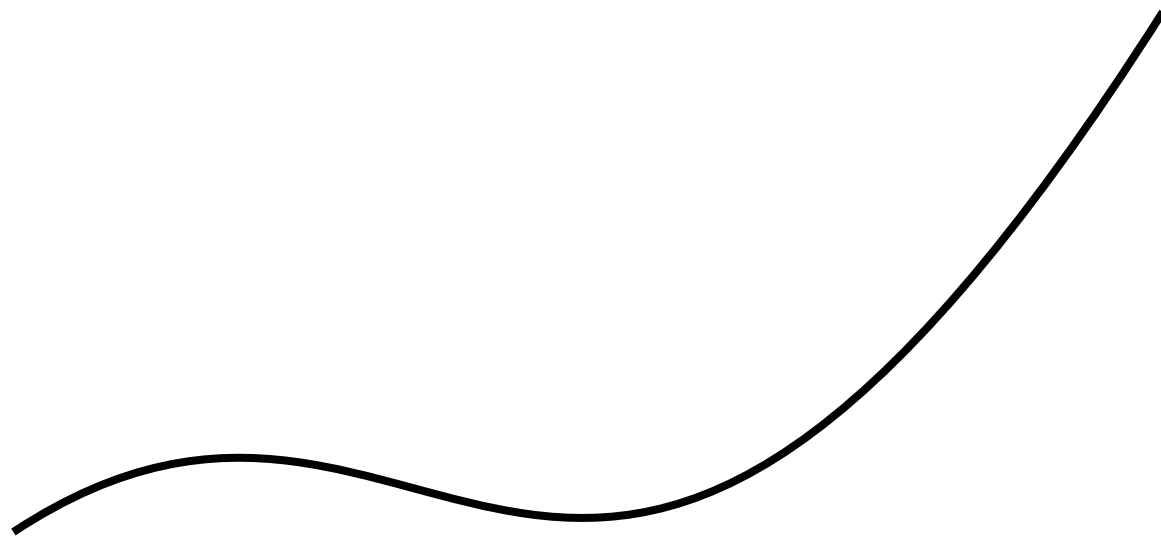


only **outer lines are thick**,  
lines are thin when inside the hand.

single, flat,  
**pale skin color**

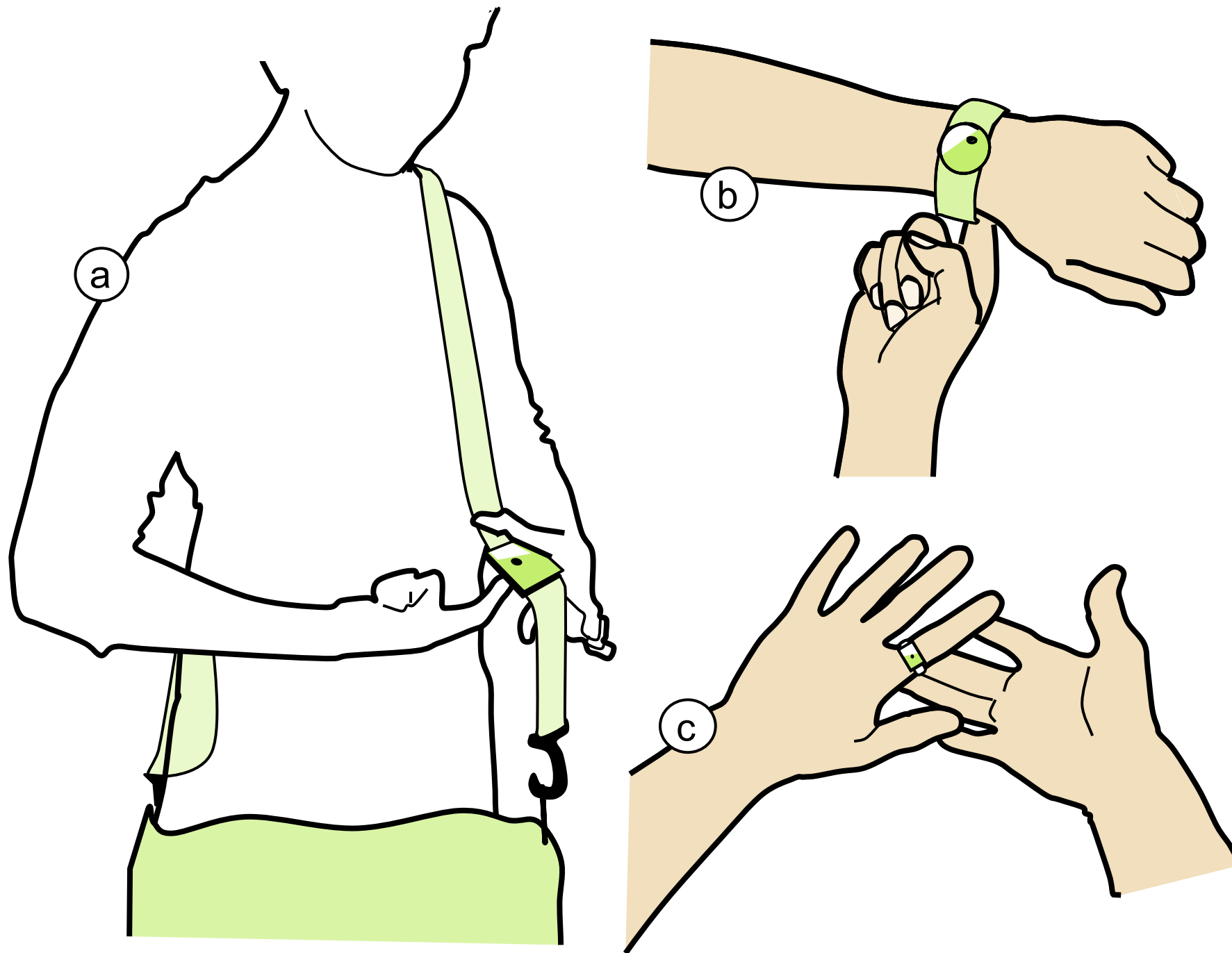


**single line**  
indicates: this is  
inside of hand



try to keep  
number of **control points**  
to a minimum.

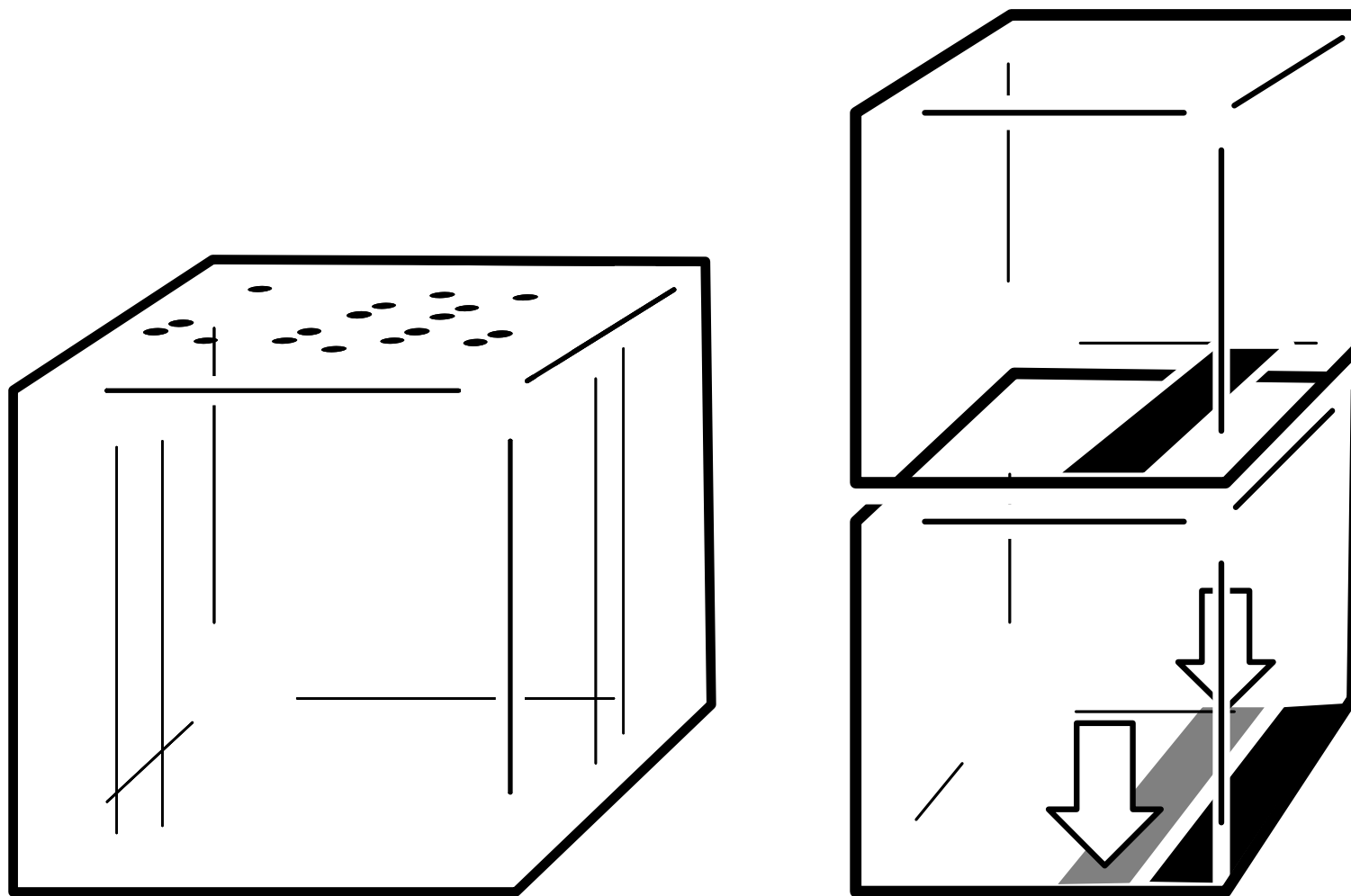
the fewer points  
the smoother the result



labels of sub-figures  
partially overlap the figure

let's look at **one more example...**



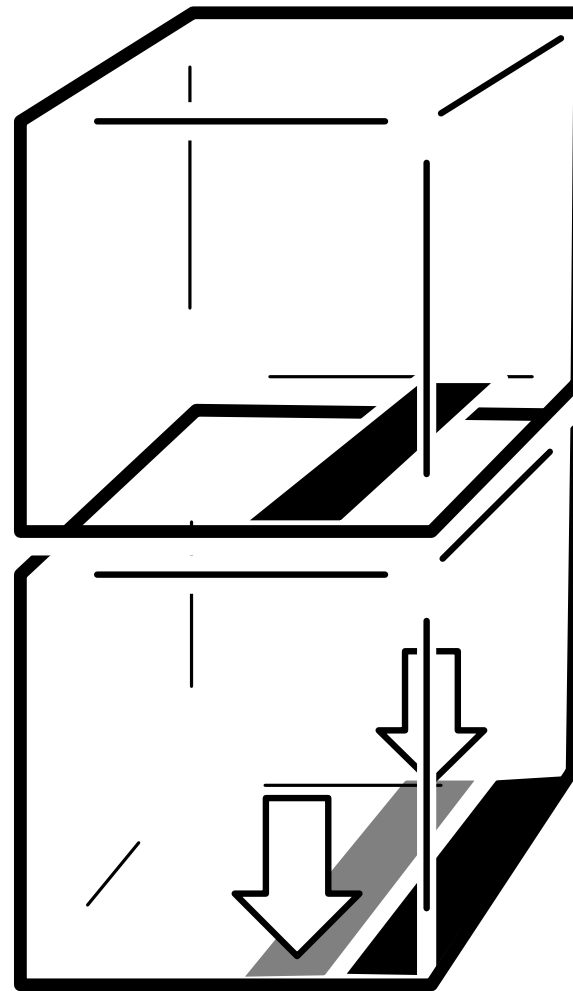
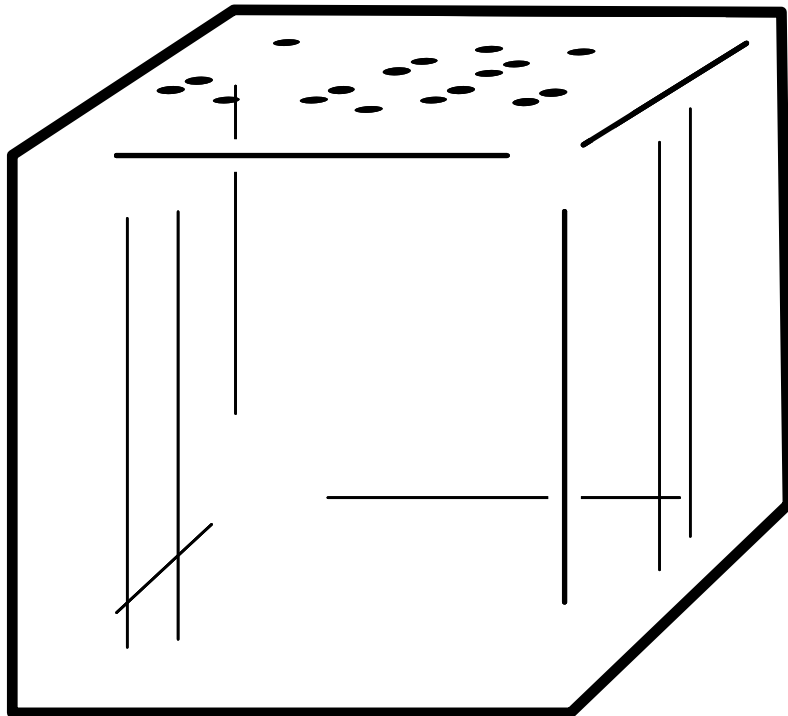


what are some things you notice in the drawing that make this look better?

**<30s brainstorming>**

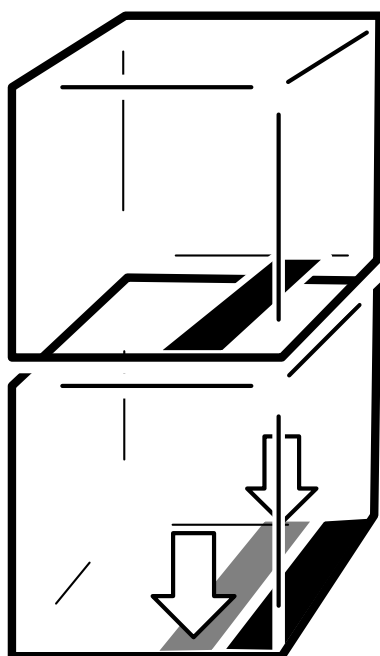
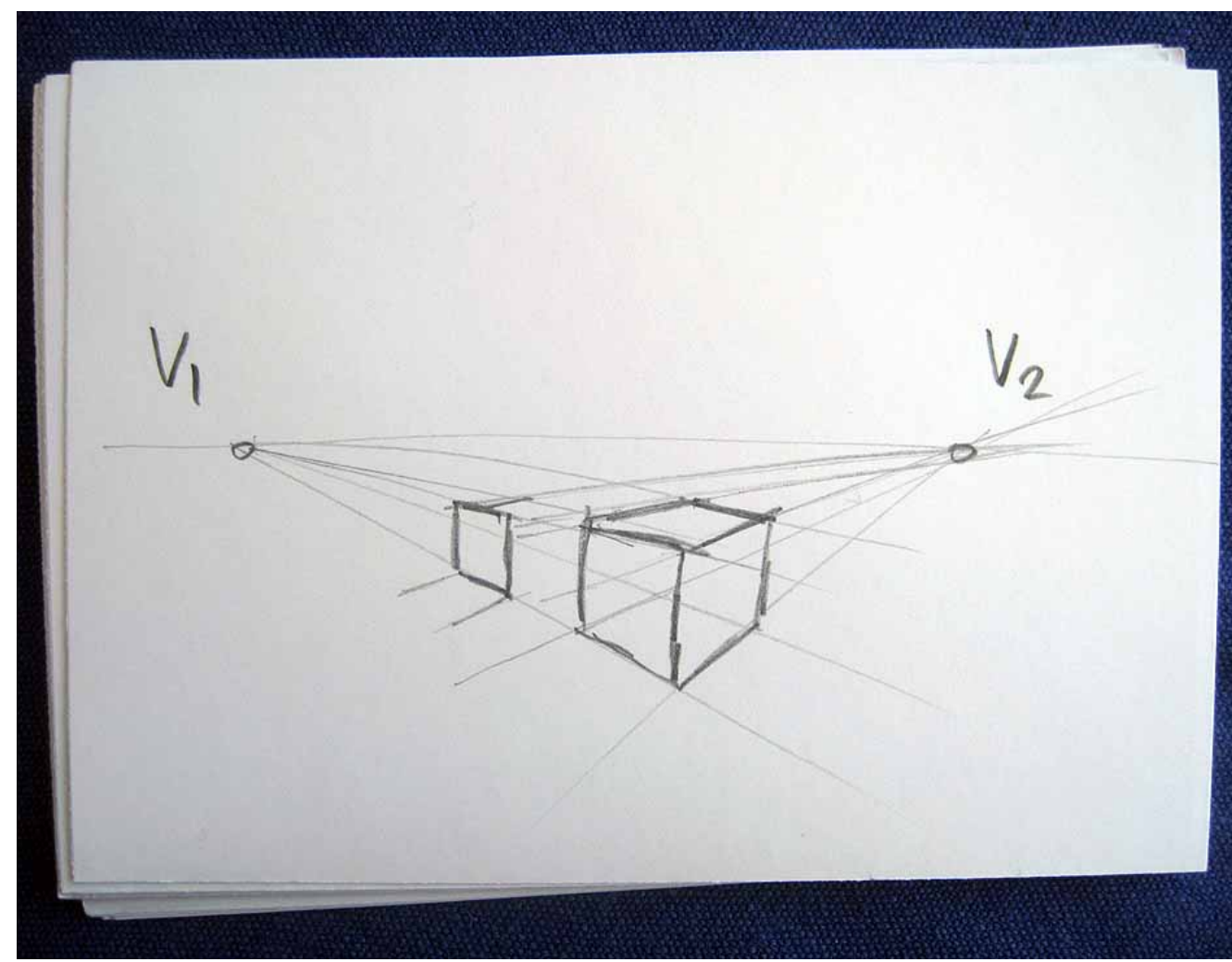
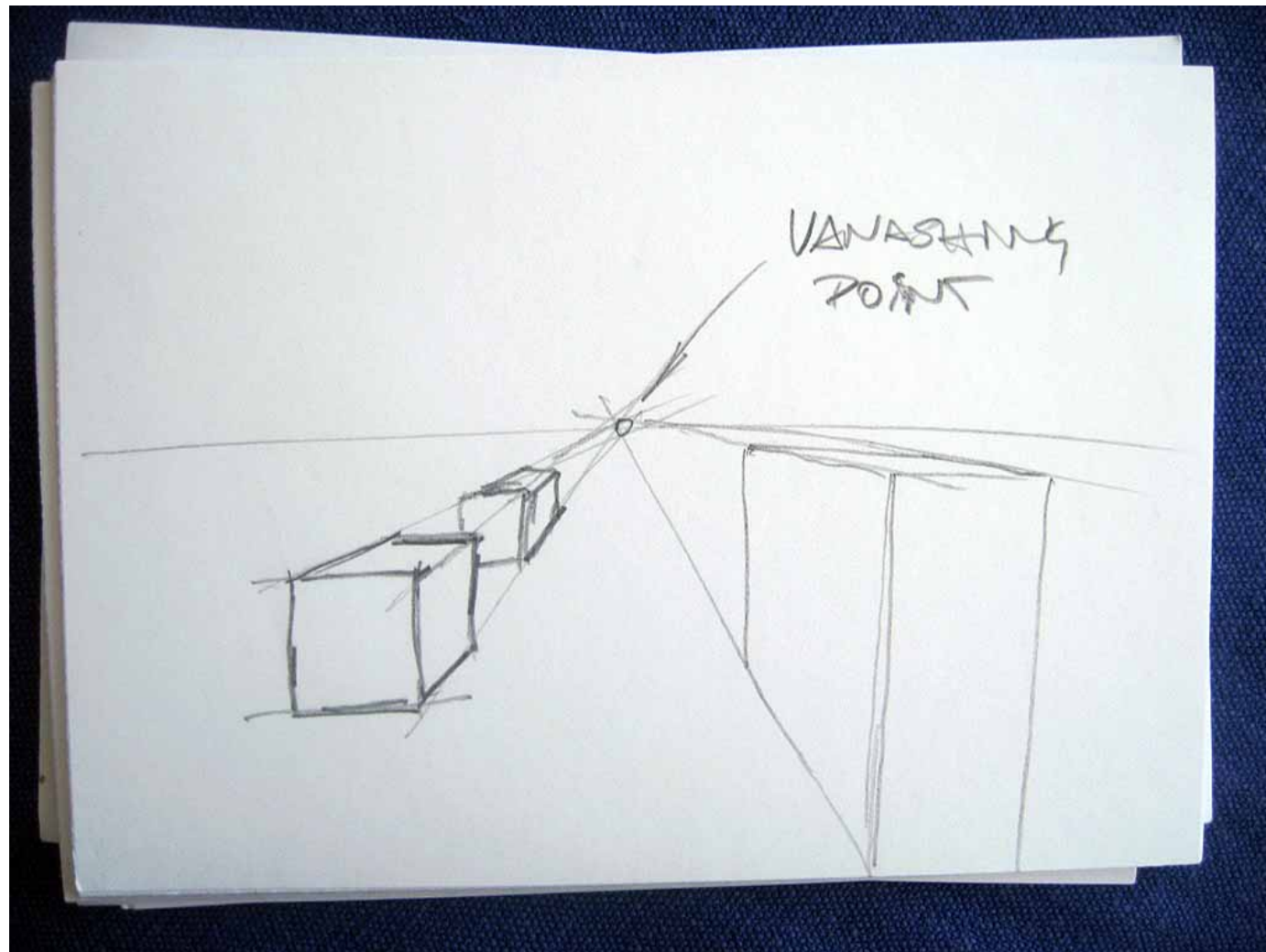
**“cut lines”** = an extra white line  
behind a black line to clarify depth ordering

showing only  
**some fibers**



**missing corner**  
makes it look round

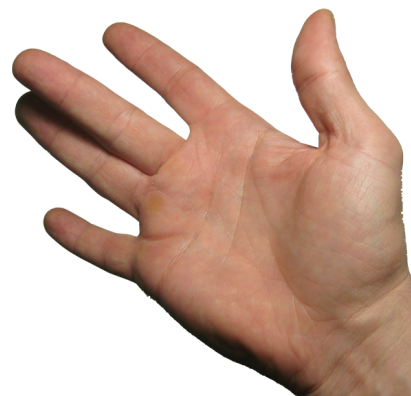
**perspective**  
(this is **not** two copies  
of the same block)



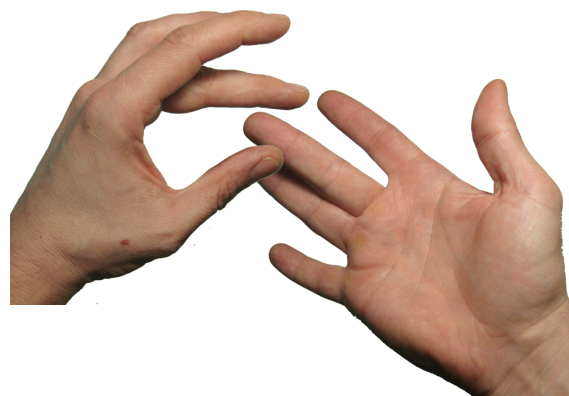
for **drawing perspective**,  
use either one or two vanishing points

**reuse and uniformity**

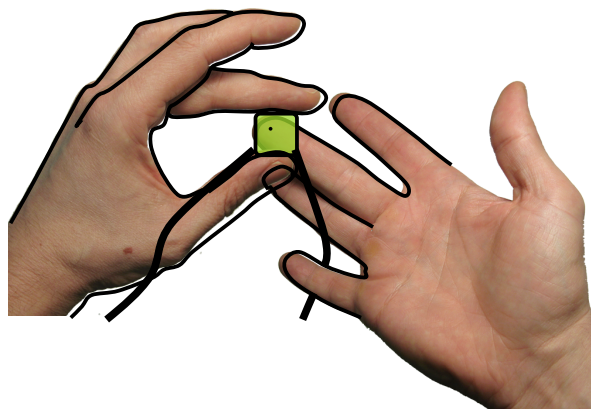




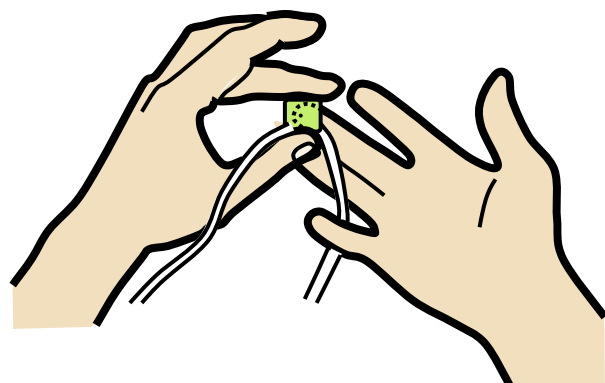
take elements separately



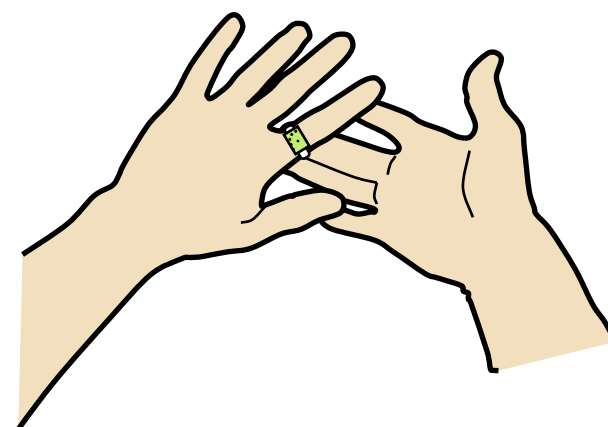
combine

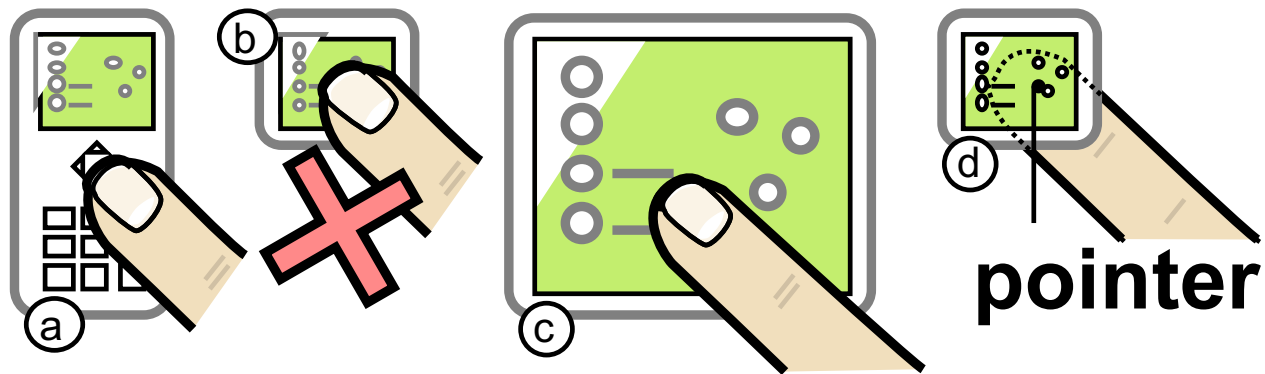
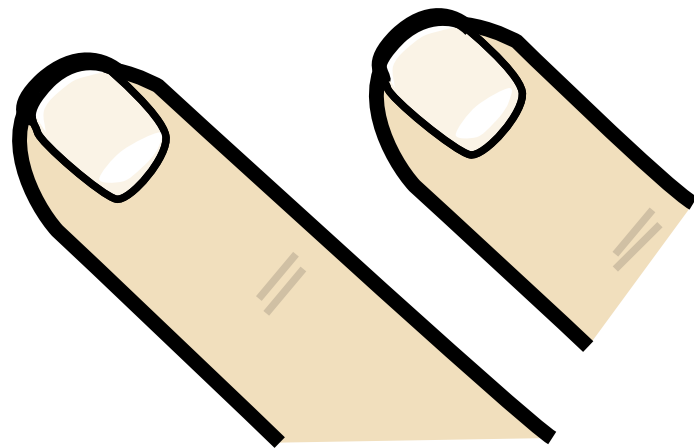
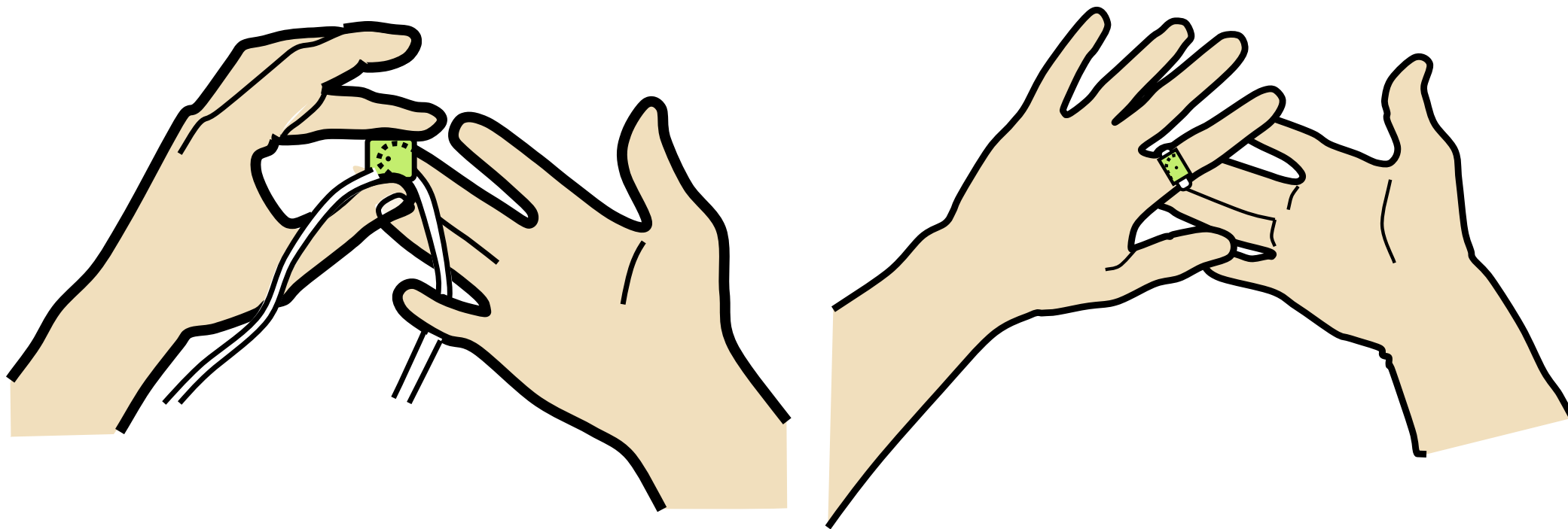


draw over



colorize





once you have a collection, you can quickly **reuse**

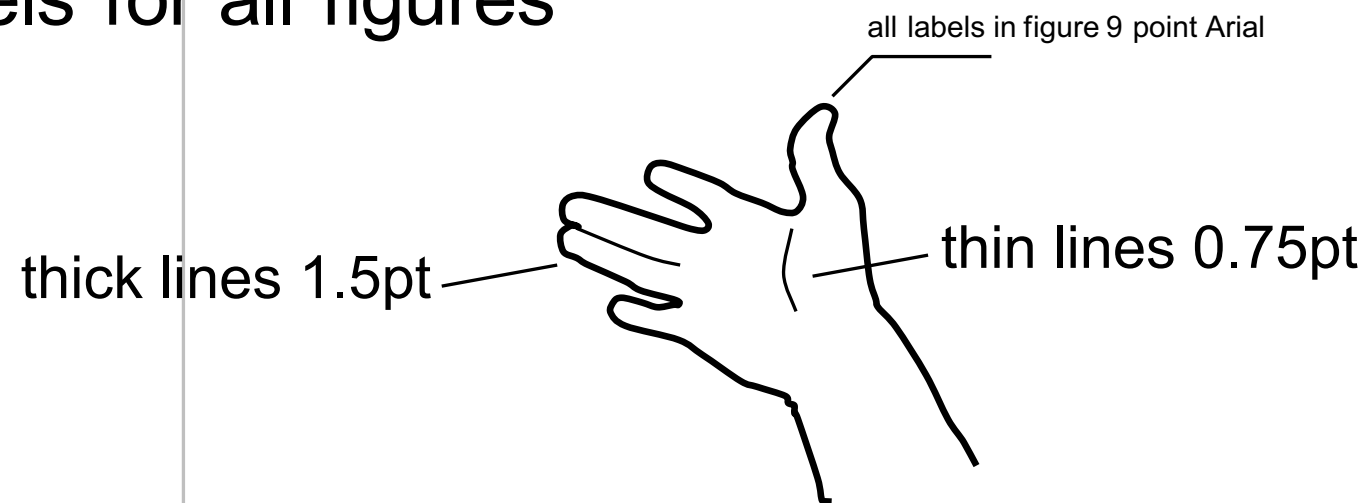
# making a stencil slide

with all the elements you need → will help you make the paper look uniformly

←  
**3.33"**→

a 3.33" column  
on the slide master  
helps **draw everything  
to scale**

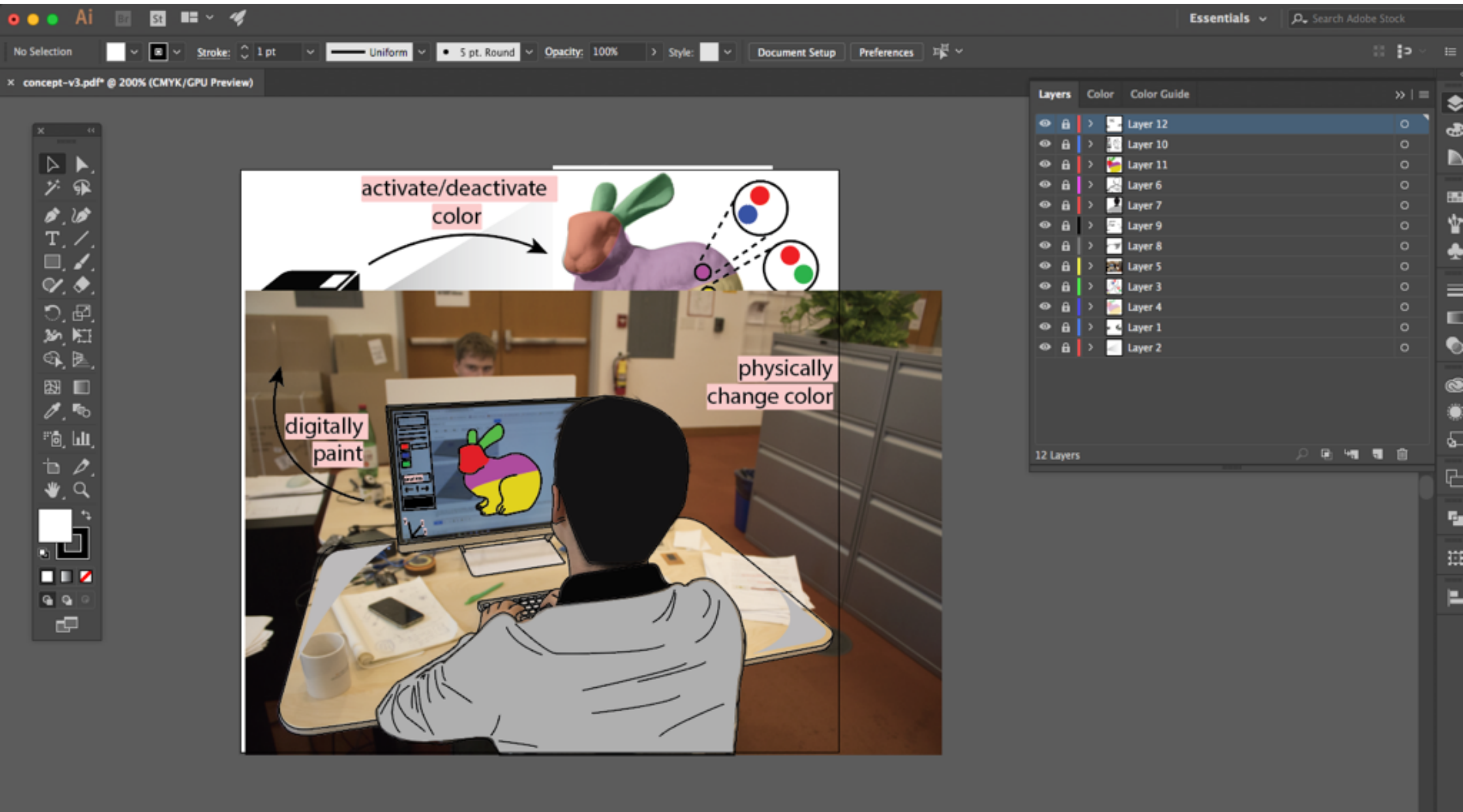
- Ⓐ label sub-figures (a), (b),  
use same labels for all figures



**black** prints well, avoid color unless meaningful

**what drawing tool to use?**





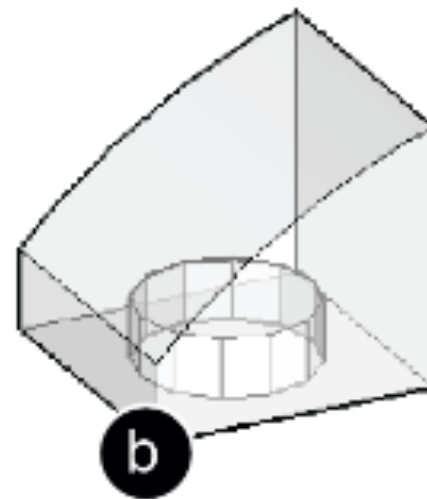
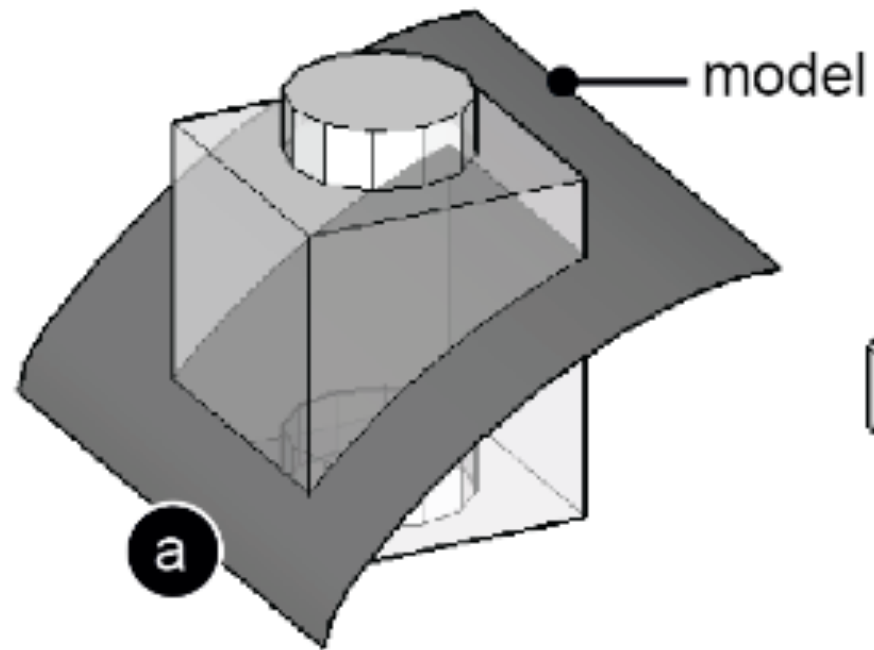
anything that has a **path pen tool**  
Illustrator, inkscape, opendraw.

**<live demo>**

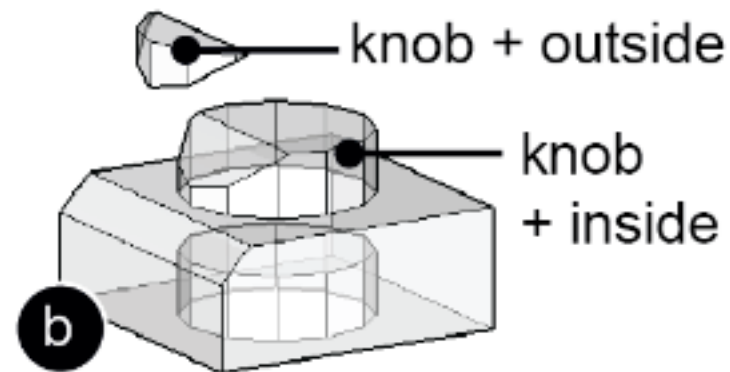
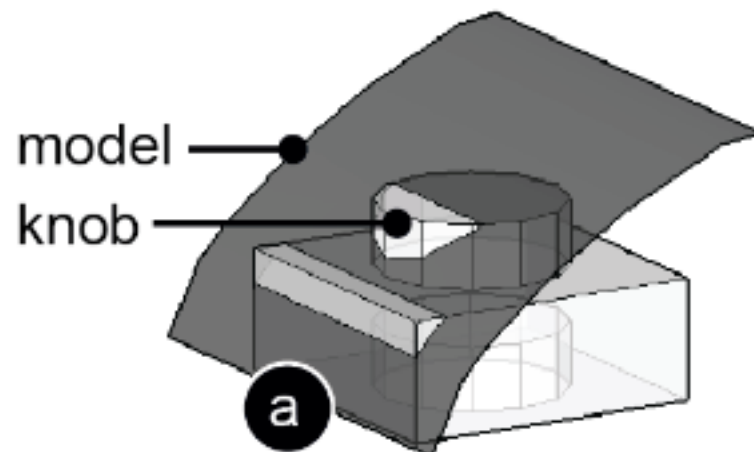
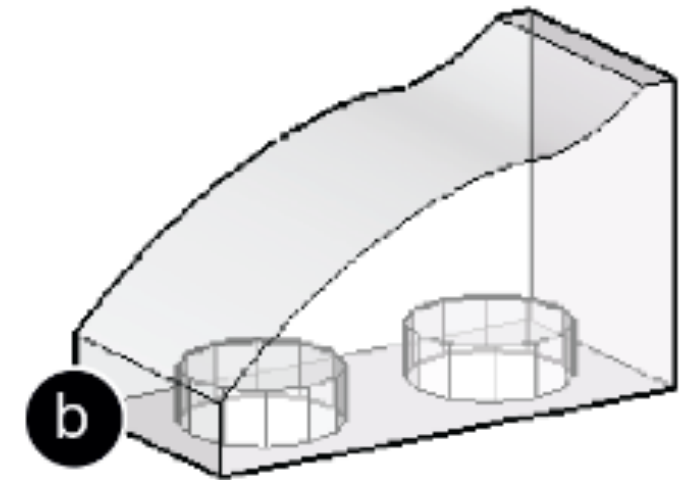
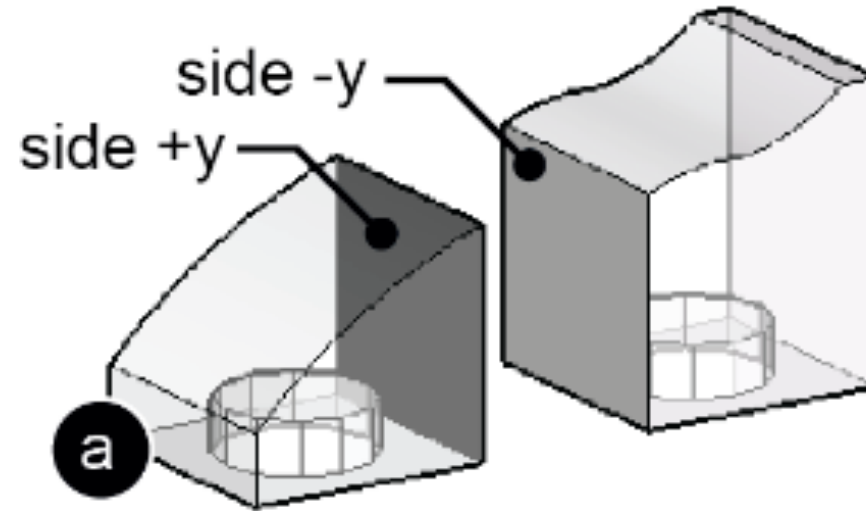




**other ways to make rotos**



**3D modeled**  
then rendered  
as sketch



I think this was  
Solidworks.

[Tobias Mohr]

**exercise**



feel free to leave when you are done, see you on wednesday :)

## make your own rotoscope::

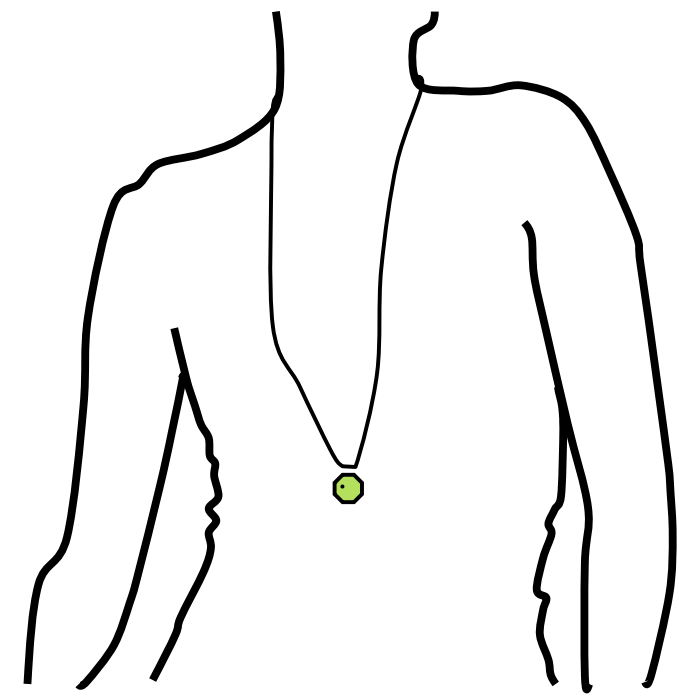
1. take one of your project ideas
2. google image search or pose a classmate
3. rotoscope



take photo



trace lines



remove photo

<30 minutes>

end.