

# vector workshop

## important links

| *Shading/Texture*  
| *Deep Sea Creatures*  
| *Pirate Skull Shading*

## assignment 2

Experts predict that there could be up to a million species in the deep sea, and two thirds of them still remain undiscovered. Your next assignment is to design an aquatic, deep sea creature. Create something original and completely unique to you. Keep in mind the characteristics of deep sea creatures — they require certain characteristics to survive, such as gills, fins, tentacles. Let your imagination run wild as always.

## rules

- | You must post sketches by **Wednesday, January 29**
- | Vectored creature is due **Sunday, February 1**
- | Vector Must include a scenery
- | Use must use the given color pallete below



#F16D95



#A63C6D



#3F1D35



394D59



#BDE3F2

