

Rocketing into VEX Robotics

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When brainstorming the poster design, we used many examples of concept art. The main focus point on our original design was a tornado, with two members building the robot using parts flying around in the air, demonstrating creativity and resourcefulness. Our revised idea was to have members of different teams race each other. Drivers would navigate through the course while his or her team members cheer them on, demonstrating VEX's competitiveness. However, we abandoned both of these ideas because we felt that they limited our poster designs to only one aspect of robotics. We wanted an improved design that could represent both competitive spirit and creativity.

We finalized on a space design that drew inspiration from both of the previous attempts. The limitless boundaries of space symbolize the vastness of VEX's imagination and creativity. Members compete for limited resources of parts and tools rotating around in space. Those of opposing teams are seen fighting over a c-channel at the poster's center, representing VEX's competitiveness. Three VRC teams' spaceships are shown with members in astronaut suits floating in space, attached to their respective ships. They work to prepare for the upcoming competition by coding, building, or driving their robots. In the background, a sign says "Welcome to VEX Competition," pointing to the other universe. In the other universe, lies a towering city in which the competition would take place.

There were two major steps in the creation of the poster. Initially, a blueprint was created using paper and involved creating a basic outline of the poster. A perspective was then drawn and boxes were marked where the spaceships would be placed. Stick figures marked where the astronauts would be placed. Finally, we placed the sign, drew the universe in the background, planned the city buildings, and visualized the orbits. Afterwards, detailing the drawings simply involved grabbing references from online and using detail to improve on the sketch.

Interesting design decisions had to be made, considering the complexity of the astronauts and the smoothness of corners. Some objects were then redrawn so that they create the impression of overlap. The outline was improved so that the poster had greater depth and was more visually attractive. Some of the details, such as color, were excluded from the sketch.

When we began to digitize it, we began with the line art. Upon completion of the line art, it was time to decide on colors. Following any other galaxy themed piece, we decided on pinks, blues, and purples. One universe was to be pink and purple, while the other took on more blue hues, and depending on the location of each astronaut and clutter, they were colored accordingly. When shading, deeper colors were used to create more depth and perspective.