PROJECT 2	GRAPHIC FISH				
PROCESS	Meeting project milestones: Ongoing progress from initial designs through revisions to finished design				
of 10	Quality/quantity of preliminary designs revisions	Visual, co	onceptual, and te	chnical research/reference	
CONCEPT, DESIGN, AND COMPOSITION of 50	Convincing and engaging graphic Interpretation level of detail style of image color/value/line to define shapes and image Quality of "visual construction"— craft appropriately drawn edges to create area of color/value to define image	1 2 3 4 1 2 3 4	enhance and s (background) Level of Challe	sual design elements to trengthen the composition enge image that was chosen to	
	of color/value to define image		CHOIL	attention to detail	
	Image Construction		Doc	cument Specifications	
TECHNICAL of 20	Live Paint group(s) as primary technique for area (and strokes if used) Areas created with properly formed pen drawn or lines with proper anchor points kind and location smooth pts Properly formed overlapping geometric and curve shapes for "any geometric image" elements Use of photo as template Use of groups, or layers as groups in initial draw use of (as appropriate) gradients	onnected		artboard format/size 10x16 V or H layers labeled template layer 1 +Live Paint (fish) 1+ other artwork (bac) template embedded RGB document color mode	
	Paper Final and Sources - Stapled (10)		Digital Files (10)		
PRESENTATION of 20	reference photo/template final design horizontal at 100% scale unmounted on tabloid paper			Illustrator file PRJ2-initials.ai proper location	
-10 DEADLINE	l on time	NUS NTS		ROJECT GRADE	