

SIMPLE GEOMETRIC GRAPHICS

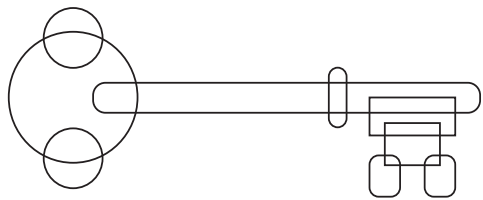
LESSON **2**

DESCRIPTION

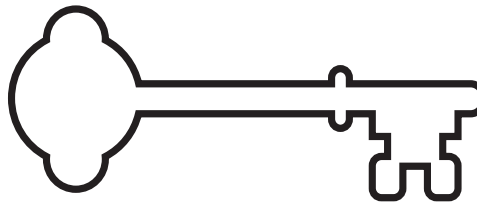
Creating key and eye graphic images from basic shapes (rectangles and ovals) using Adobe Illustrator’s Geometric tools and Pathfinder features.

ASSIGNMENT

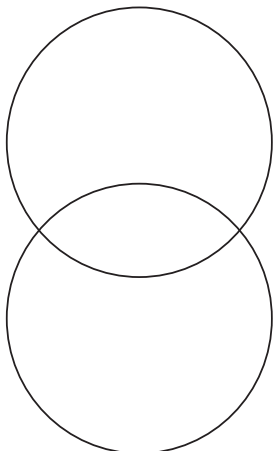
Create the **KEY** and **EYE** graphics as demonstrated and shown below.



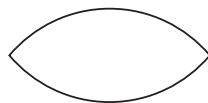
draw and position circles and rectangles following template provided.



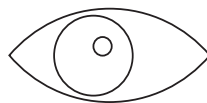
select all and combine using Pathfinders palette shape modes



draw and position circles following template provided.



"slice" as shown with Pathfinders shape mode



add pupil and highligh circles



turn off stroke and fill pupil and highligh circles. Increase stroke on eye

SPECIFICATIONS

DOCUMENT FORMAT

- 11"x 8.5" image area (letter size) - artboard. Vertical orientation.

DESIGN & TECH:

- The color scheme is black/white/grey.
- Document color mode is RGB
- Build the KEY and EYE graphics using simple geomtric shapes (circles and rectangles) and the Pathfinder palette.
- Use three layers, one template and two artwork (KEY, EYE)

ASSIGNMENT SCHEDULE

Illustrator demo	M	1/30
Lesson 2		
DUE- mid class		
Begin Lesson 3		

PRESENTATION

Paper — Full scale b/w laser print with your name.

EVALUATION 0-10

Process - ongoing progress (milestones), to finished design.

Technical - document construction and quality of execution using tools, procedures, and techniques (Adobe Illustrator); follows specifications.

Presentation - paper and electronic.

Deadline - (deduction for not meeting deadline).

TOPICS

- Using simple geometric shapes and pathfinders to create complex graphics

PROCEDURES

SETUP AND PREP

- Launch Illustrator. Create a new file and set the Artwork Board to letter size, page orientation to vertical (portrait).

CREATE YOUR ARTWORK

1. Rename layer 1 — KEY. Using the Layer Palette Options, make sure this layer is set to Artwork, and is not a template layer.
2. Add another layer as a template layer. On this layer place the file *SimpleGeoGraphicsTemplate.tiff*
2. On the KEY layer, create the **KEY** graphic as demonstrated.
4. Add another layer. Name it EYE. On the EYE layer, create the EYE as demonstrated.
5. Add your name to your composition. **REPEAT PROJECT SEVERAL TIMES.**
6. Print letter size to the black & white letter printer.

SAVE

- Save your artwork in the Illustrator CC format.
- Make appropriate backup copies of your file on servers, Flash drive.
- NO EXCUSES for lost files.

FINAL OUTPUT & PRESENTATION

- Assemble final prints as required.

Using the Reshape tool

The Reshape tool does a nice job of reshaping a path gently without distorting its shape. Give it a try and see if you like it. Note: Unfortunately, Smart Guides don't work with this tool.

To use the Reshape tool:

1. Choose the **Direct Selection** tool (A), deselect all, then click the edge of a path. Only one point or segment should be selected.
 2. Choose the **Reshape** tool (it's on the same fly-out menu as the Scale tool).
 3. Do one of the following:
 - Drag any visible **anchor point** on the path. A tiny square border will display around the point when you release the mouse.
 - Drag any **segment** of the path. A new square border point is created.
- Shift-click or marquee **multiple anchor points** on the path (a square will display around each one), then drag one of the square points. The selected portion of the path will maintain its overall contour as it elongates or contracts, and the rest of the path will stay put.

EXERCISE: Draw a brush with the Reshape tool

