

SIMPLE GEOMETRIC OBJECTS

LESSON

3

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, shown below and on page 2.

**MONDAY 2/1** _____**DEMONSTRATIONS** SNOTART.ORG**Simple Geometric Objects****MONDAY 2/1** _____**DUE****5:00 p.m.****PRESENTATION**

Single Adobe Illustrator document file of the final version of your design.

- Title the ILLUSTRATOR file: LSN3-your initials.ai

Submit via DROPBOX to IntroToComputerGraphics Folder

- Click on the link below, though you may have to copy and paste it into your browser.
- The link will open a DropBox window to allow you to upload files. Click the + sign or drag files. From here it is self-explanatory.

<https://www.dropbox.com/request/zM7P8qke2aLLjtTz9cSp>

View instructor comments — not private, please feel free to review other work submitted and comment on.

View via DROPBOX to IntroToComputerGraphics Folder

- Click on the link below—to open the **IntroToComputerGraphics** folder—open your file

<https://www.dropbox.com/sh/a2ypyiIcwaw6cgy/AABNOBhV4OSxs6YuY8IXZsTca?dl=0>

TO START LESSON 3—SIMPLE GEOMETRIC OBJECTS

SPECIFICATIONS

DOCUMENT FORMAT

- 8.5"x11" image area/artboard (letter size). Vertical orientation.

DESIGN & TECH:

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

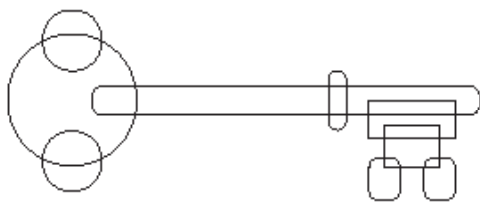
CREATE YOUR ARTWORK — PROCEDURES

SETUP AND PREP

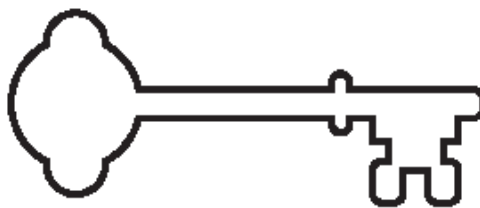
- Launch Illustrator. Create a new file and set the Artwork Board to letter size, page orientation to **vertical** (portrait).

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. Place the template file *SimpleGeoGraphicsTemplate.tiff* as a template. Make sure it is a true template layer.
3. On the KEY layer, create the **KEY** graphic as demonstrated and below.

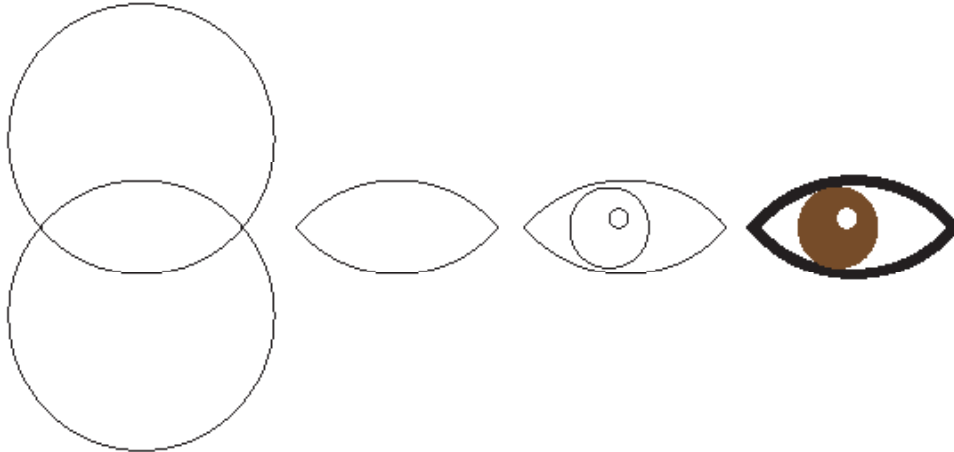


draw and position circles and rectangles following template provided. 2pt strokes.



select all and combine using Pathfinders Palette shape modes (not Pathfinders menu)

4. Add another layer. Name it EYE. On the EYE layer, create the EYE as demonstrated and below.



draw and position circles following template provided. 1 pt. strokes.

"slice" as shown with Pathfinders Palette shape mode.

add pupil and highlight circle.

thick black stroke on eye. Fill pupil brown with no stroke. Fill pupil highlight circle white with no stroke.

SAVE

Save. Save your artwork as a .ai file, the Illustrator 2020 version.

Backup. Make a backup copy to your Flash drive and to online storage. NO EXCUSES for lost files.

FINAL OUTPUT & PRESENTATION

Assemble files as required.

EVALUATION See Illustrator Lessons Grades Chart

Technical - quality of execution using Adobe Illustrator tools, procedures, and techniques, follows specifications.

Presentation - digital submission - file names and location.

Deadline - deduction for not meeting deadline.

TOPICS

- Using simple geometric shapes and pathfinders to create complex graphics