

LIGHT BULB GRAPHIC

LESSON **4**

Fall 2018

DESCRIPTION

Creating more complex object based graphic images using additional Adobe Illustrator geometric tools, object transformation/control, and menu functions.

ASSIGNMENT

Create the **LIGHT BULB** graphic as demonstrated and shown on page 5.

Use the **template provided** as a guide for the graphic.

Follow the procedures on page 3-4 of the assignment to construct the graphic

Follow the specifications and visual composition of the light bulb graphic composition provided on page 5 of the assignment.

SPECIFICATIONS

DOCUMENT FORMAT

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

DESIGN & TECH:

- Document color mode is RGB
- Build your illustration using SHAPE tools and related functions.
- Use layers to help manage the elements in your design. Label all layers. 5 layers — one for template, three for artwork, one for text. See page 5 for layer names and contents
- Use Groups - in combination with layers - to help manage complex elements. See page 5 for details on the layer contents.
- Template is embedded — not linked.
- See page 5 for artwork colors and stroke widths.

PRESENTATION

Paper — 100% scale on letter paper from the color letter printer.

EVALUATION 0-25

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).

ASSIGNMENT
SCHEDULE

Illustrator Demo W 9/12
Lesson 4

Introduction of
Project I Train
Graphic

TOPICS

- Planning the construction of an Illustrator graphic
- Working with color models — why, when, limitations
 - RGB, CYMK, Pantone
- Outputting (printing) and viewing digital images
 - ink jet and laser
 - on screen
 - Postscript vs. raster
 - screen to output color inconsistency
 - output of color files in Graphic Design Studio
- Painting objects — gradients
 - applying and editing gradients
- Painting objects — using eye dropper and paint bucket
- Using dialog boxes to create objects
- Transform an object — tool/dialog/Transform sub-menu
 - scale
 - reflect
- Using the Transform and Align Palettes
- Duplicating objects
 - drag copy using option key
 - dialog box (transformation tools)
- Layers Palette
 - planning and organizing your artwork layers
 - adding/creating layers and sub layers
 - hide/view and lock layers
 - shuffle layers
 - moving artwork between layers
- Drawing tools — pen
 - straight lines
 - open polygons
 - closed polygons
- Selecting “parts of an object”
 - direct selection (open arrow)
- Alter an object
 - selecting and moving “edges”
 - selecting and moving anchor points
 - adding and deleting points
 - using scissors to cut
- Combine objects using Pathfinder palette

NOTES

- Rulers and guides (making, moving, releasing, deleting)
- Joining anchor points with line, averaging and joining anchor points
- Moving artwork between documents — copy/paste vs. place.
- Working with images as tracing templates in an Illustrator document.
 - file formats/options for templates and placed images
 - placing images in Adobe Illustrator — linked vs. embedded, other options
 - maintaining template file link/reestablishing broken template link

PROCEDURES

SETUP AND PREP

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

BEGINNING LAYER - Template

- Access the *Light Bulb Template* by choosing File...Place. Locate the template file by navigating the hierarchical file system. Once located, highlight file name and click PLACE. Make sure the **link box is unchecked** so that you are **embedding** the actual template file in your Illustrator document. This places image as a template on layer 1. Title this layer Template.
- Check the template layer to make sure it is set to (PREVIEW, DIM, and LOCK). You can turn off individual layers as needed by clicking on the "eye" in the layers palette. You can toggle your document between outline and preview using the View menu, or individual artwork layers by Command clicking on the "eye". in the layers palette.

CREATE YOUR ARTWORK

NEW LAYER (2) - Background

1. Draw the two vertical panels that make up the majority of the background. They can abut or overlap, but it is better to overlap one vertical panel over the other — having the right panel's left edge be the left vertical center line.
2. Draw the two horizontal panels, one of which will contain the word IDEA. Draw one, then with it selected use the Shift/Option key combo and drag vertically to create the second one.
3. Draw the rectangles in the four corners that will contain the ? marks, then make copies using the Shift/Option key technique.
4. Fill each shape without a stroke as indicated.

NEW LAYER (3) - Bulb

5. Draw the large circle that represents the top of the bulb (use draw from center). Stroke and fill it.
6. Draw the rectangle that represents the glass shaft of the light bulb. Stroke/fill it. Make sure the top of the rectangle overlaps bottom of circle.

7. Combine the circle and rectangle into a single shape using the Pathfinder palette — "add".
8. Using the Pen Tool "point to point" function click points to create the filament. Make sure it has only a thick stroke - no fill.
9. Draw the rectangle that represents the base of the light bulb. Stroke and fill it.
10. Draw the angled rectangle that represents one of the threads on the base. Draw it in the horizontal position. Fill it. Then rotate and move into position. "bury" the ends in the sides of the rectangle that represents the base. Copy the thread using the Shift/Option key technique.
11. Draw the oval that represents the contact at the base of the bulb. Fill it. Cut and target paste it behind the base or shuffle it using the layers palette. Position as needed.

NEW LAYER (4) - Glow

12. Add the triangular "glow" rays of the light bulb. These are created as point-to-point closed polygons using the pen tool. Start by creating the one in the center top. Select this object and Option key and drag to the left to make a duplicate. Rotate and position duplicate. Repeat this until all triangle on left side are complete. Select all the triangles on the left side. Mirror them by Option Clicking using the Reflect Tool. Choose vertical and copy. Position the set of copies by shift/drag horizontally. Select objects and fill/no stroke as indicated.

NEW LAYER (5) - Text

13. Typeset the word IDEA in a 24pt. bold typeface. Fill the letters with white. Space them out using the spacebar and position as indicated in layout.
14. Typeset the ? marks in 36pt. bold typeface. Fill the letters with medium blue and position as indicated in layout.
15. Add your name to your composition.
16. Check/set all specs, layers, layer names, and groups (see page 5)
17. Print at 100% scale on letter size paper to the color letter printer.

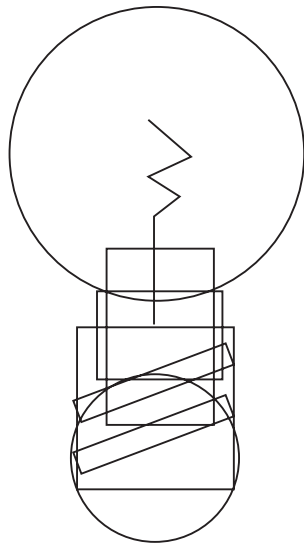
SAVE

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

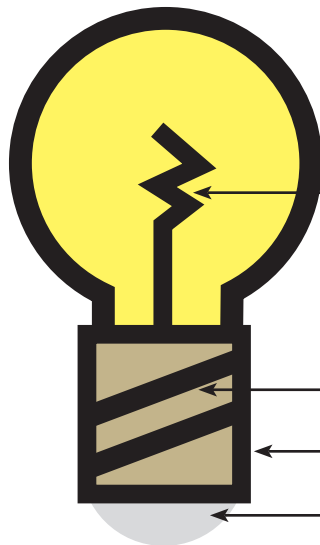
FINAL OUTPUT & PRESENTATION

- Assemble final prints as required.

ARTWORK SPECIFICATIONS AND LAYOUT



outline view



preview

Specifications

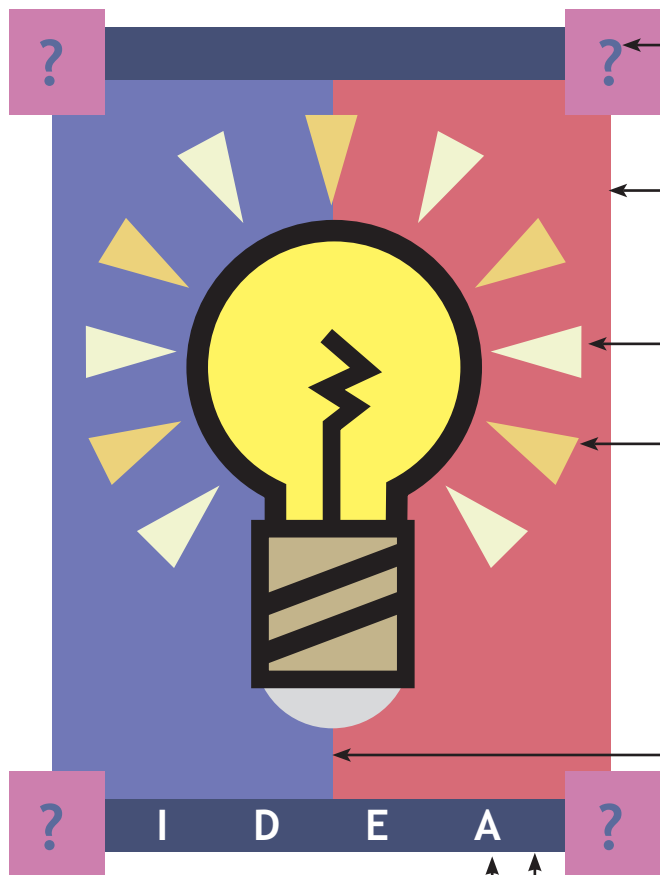
12pt black stroke/yellow fill

10pt black stroke/no fill

no stroke/black fill rectangles

10pt black stroke/light brown fill

no stroke/25% black fill



medium blue ?s 36pt. bold typeface

purple fill/no stroke

red fill/no stroke

light yellow fill
no stroke

yellow-orange fill
no stroke

medium blue fill
no stroke

navy blue fill
no stroke

white text 24 pt. bold typeface

Layer and group setup:

LAYERS

- text
- bulb
- glow
- background
- template

GROUPS

- bulb glass & filament
- bulb base
- glow shapes
- background shapes
- text