

MECHANICAL OBJECT

ASSIGNMENT **2**

Fall 2018

DESCRIPTION

Concepts, techniques, and tools used in the creation of "realistic" graphic illustrations constructed primarily of overlapping geometric shapes, compound shapes, pen-drawn closed paths, gradients, blends, masks, and related visual effects.

ASSIGNMENT

Using cropping and graphic interpretation create a somewhat realistic grey-scale graphic rendering/composition of a common handheld "mechanical" object — tool or utensil. No trains, planes, or automobiles — or anything "dangerous", etc.

Incorporate into this composition a color image as a background of something to which your object relates (function, action, effect, etc.) For example, potato peeler as the object and potatoes or potato peels as the scanned image.

When choosing your object:

- Choose an object that can be constructed using a combination of geometric shapes and closed shapes drawn using the pen tool.
- Crop your object — look at how you can isolate a portion of the object that will communicate the object to your viewer without showing us the entire form. Ask yourself what critical elements/parts of the object do you need to visually communicate the object to your viewer?
- Look for visual clues that describe your object and incorporate these into your composition.
- Consider the use of a unique viewpoint to capture and hold the attention of your viewer.

Create your composition:

- **Take photos** of objects you wish to create. Do not work from found photos - take your own photographic reference. Take images from several "interesting" viewpoints. Open these images in Photoshop — crop it, scale it, etc.

Create your Illustrator image:

- **Place** your **photograph** into Illustrator as a template. **Establish** your final design composition, cropping etc. Using photo as a tracing guide, create your image
- Remember, this is a mechanical object so draw what "you know" as well as what you see.

ASSIGNMENT
 SCHEDULE

Introduction	M	10/1
Lecture-Mechanical Object		
Illustrator demo	W	10/3
Lecture-copyright		
3 sketches DUE	M	10/8
Work	W	10/10
Work	M	10/15
demo-color scanning		
Work	W	10/17
Work	M	10/22
DUE -start of class	W	10/24

SPECIFICATIONS

NOTES

DOCUMENT FORMAT

- Artboard size is 10"x 10" .

DESIGN & TECH:

- The color scheme for the illustration is black/white/grey values (percents of black). No color or spot color greys. Transparency and other effects are ok.
- Supporting color image is embedded. if scanned, image scan rez is 200dpi at 100% scale. If acquired from web make sure it is of sufficient quality.
- Document color mode is RGB.
- Use layers to help manage the major elements in your design.
 - 3+ artwork layers
 - properly defined template layer with sketch or photo
 - background image layer
 - name your layers
- Use Groups to help manage complex components in your design.
- Template is a photograph you have taken from actual object — do not work directly on the screen without any tracing reference.
- Template is **embedded** — **not** linked.
- Use the overlapping shape technique (not Live Paint) to create your illustration.
- Use the geometric tools, pen tool, and related functions:
 - ellipse, rectangle, polygon, and arc tools
 - polygons drawn with pen tool
 - lines and closed shapes drawn with pen tool with properly located and defined anchor points.
 - scale, rotate, reflect, shear, and free transform tools
 - pathfinders and/or shapebuilder tool to combine shapes or dissect shapes
 - gradients, and blends to create shading
 - compound paths for “view threw”
 - masks to clip shapes
 - offset paths
 - outline strokes
 - pen tool
 - perspective tool

Be sure that all shapes used to construct your image are overlapping and properly closed and filled.

PRESENTATION

- Paper** Place the following in the YELLOW FOLDER provided:
- Process** **All** sketches, lasers of preliminary and revised designs, and references
Organized on **left** side of folder.
- Final** Laser or inkjet prints (2 sets) at 100% scale of the final design
Centered **with** crop marks, on 11"x 17" paper
One organized on **right** side of folder
One **trimmed** and **flush mounted** on 10"x10" board

Digital

Create a PROJECT folder and include the following items:

- A single Adobe Illustrator document file of the final version of your design.
 - PDF file of the FINAL VERSION of your design **WITHOUT** crop marks.
- Title the PROJECT folder: ASN2-your last name
 - Title the ILLUSTRATOR file: ASN2-your initials.ai
 - Title the PDF file: ASN2-your initials.pdf

Place your project folder in the **Assignment 2** folder, in the **KLEMA-DigitalIllus** class folder on the **GraphicsServer**.

EVALUATION

- 10 **Process** - ongoing progress (milestones), quantity/quality of comprehensives, revisions and refinement to finished design.
- 50 **Concept/design/composition** - visual impact and interest (creative visual solution); effectiveness of composition and information hierarchy; follows visual guidelines and contains correct information.
- 20 **Technical** - document construction and quality of execution using tools, procedures, and techniques (Adobe Illustrator); follows specifications.
- 20 **Presentation** - paper and electronic.
- 10 **Deadline** - (deduction for not meeting deadline).

TOPICS

- Creating “realism” using object-based illustration techniques.
- Use of cropping and view point to present an engaging visual representation of a common object.
- Incorporating photographic imagery into an Illustrator layout.
 - image sources - web or scan
 - evaluating images for clarity and quality
 - line art/greyscale/color
 - descreening scans from printed material, and scan resolution
 - file size and storage issues
 - copyright issues

(more detailed information on image scanning and copyrights covered in the Production class)
- Illustrator tools/features/techniques that are new or not covered (or just touched on) in Introduction to Computer Graphics that are relevant to this assignment
 - pen tool polygons
 - pathfinders to combine/divide
 - shape builder
 - compound shapes and paths
 - object distortion
 - ellipse, rectangle, polygon, spiral, arc, tools
 - outline stroke
 - masks
 - placing scans
(file formats & resolution link or embed)
 - scale, rotate, free transform
 - create/edit gradients
 - effects (vector)
 - blends
 - transparency
 - managing linked and embedded images
 - align & distribute
 - endcaps and miters
- Optional Illustrator tools (on your own)
 - perspective tool
 - 3d tool
 - mesh tool

NOTES

PROCEDURES

SETUP AND PREP

- Select a common handheld household "mechanical" object. Determine what visual information is necessary to communicate the object.
- Develop your composition by taking digital photos of an actual object - **not** using existing an illustration or photo of an object. Focus on the placement of the image in the frame, cropping, and viewpoint.
- Refine (crop etc.) 3+ photo solutions to present for approval during class work session. May need to retake photos. Make sure you are working within a **square format** for your design.
- Think about how to incorporate the background photo image into the layout.
- Think about how you will "build" the image - tools, techniques. Make notations, experiment, etc.

CREATE YOUR ARTWORK

- Launch Illustrator and setup your document as 10"x10".
- Access your template and place on a TEMPLATE LAYER. Make sure you embed it.
- If necessary, unlock the Template Layer and enlarge the template image to full size (10"x10"), and relock it.
- Setup layers using the Layers Palette. 3 layers minimum — 1+ artwork layers, background image (photo) layer, proper template layer,
- Apply Illustrator color settings as per handout and reviewed in class.
- Create initial construction with flat fills — save gradients and other effects for later.
- Work in layers using the Layers Palette. Work back to front when possible. A suggestion would be to put "background" on one layer and additional elements on another. Don't use too many layers or you minimize any productivity gains.
- Use groups as appropriate.
- Alternate between Outline and Preview modes (or turn layers off/on or turn to outline) to help isolate specific shapes as your image becomes more complex.
- Incorporate photo image into composition as background.
- Print and proof/review carefully. Make basic proofs to b/w letter or tabloid printers.
- Make changes and refinements.
- Once refined, print color proofs to see final values and make final adjustments. Print and check again...
- Enhance background image (if desired) in Photoshop. Enhance your graphic image using gradients, blends, compound paths, etc.
- Create a top most layer and mask image with white rectangles to "clean-up" edges — if necessary. When printing Illustrator will clip to the Artboard.

A good setup might be:
- artwork layers (3-4)
- background photo layer
- template layer

SAVE

- Save your artwork in the Illustrator CC format.
- Make appropriate backup copies of your file on the server and your flash drive.
- NO EXCUSES for lost files.

FINAL OUTPUT & PRESENTATION

- Print 2 copies your final composition as a full scale color output on tabloid paper. Print with color and print settings as per the Illustrator output handout.
- Trim and mount as required.
- Assemble process and final as required.
- Assemble files as required.

NOTES