LIGHT BULB GRAPHIC   LESSON **4**   *Spring 2021*

w 2/3   lesson due

DESCRIPTION
Creating more complex object based graphic images using additional Adobe Illustrator geometric tools and related functions.

ASSIGNMENT
Create the **LIGHT BULB GRAPHIC** following the procedures on page 2-4 of the assignment.

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

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

WEDNESDAY 2/3 ——————————————

DEMONSTRATIONS   SNOTART.ORG
Light Bulb Graphic

WEDNESDAY 2/3 ————————————————DUE 5:00 p.m.

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

  • Title the ILLUSTRATOR file: LSN4-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/a2pypi1cwaw6cgy/AABNOBhV4OSxs6YuY81XZsTca?dl=0

TO START LESSON 4—LIGHT BULB GRAPHIC

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.

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).

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 is it 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.
   Fill the right one red, the left one light blue.

2. Create the top and bottom rectangles and corner blocks.

   a. Draw the top horizontal rectangle. Fill it dark blue.

   b. Draw and position the right corner square. Fill it purple.

   c. Create a duplicate left square by using the Shift/Option key technique.

   d. Select the horizontal rectangle and the two squares and group them.

e. Create the bottom set of rectangle/squares by duplicating the group by using the Shift/Option key technique

NEW LAYER (3) - Bulb

3. Draw the large circle that represents the glass top of the bulb (use draw from center). Give it a 12pt stroke and fill it yellow.

4. Draw the rectangle that represents the glass shaft of the light bulb. Give it the same 12pt stroke and yellow fill as the circle. Make sure the top of the rectangle fully overlaps bottom of circle.

5. Combine the circle and rectangle into a single shape using the Pathfinder palette — "add".

6. Using the Pen Tool "point to point" function click points to create the filament. Give it a 10pt black stroke - no fill.

7. Draw the rectangle that represents the base of the light bulb. Give it a 10pt black stroke and a light brown fill.

8. Draw the angled rectangles that represents one of the threads on the base. Draw one in the horizontal position. Fill it. black, no stroke Then rotate and move it into position.,"burying" the ends in the sides of the rectangle that represents the base. Copy the thread using the Shift/Option key technique.

9. Draw the oval that represents the contact at the base of the bulb. Fill it 25% black. Cut and target paste it behind the base or shuffle it using the layers palette. Position as needed.

NEW LAYER (4) - Glow

10. Add the triangular "glow" rays of the light bulb.

a. These are created as point-to-point closed polygons using the pen tool — make sure you close the shape. Start by creating the one in the center top. Give it a yellow fill, no stroke

b. Select this object and Option key and drag to the right to make a duplicate. Rotate and position duplicate. Repeat this until all triangles on right side are complete. Alternate the fills yellow then orange.

c. Select all the triangles on the right side (but not the top center one) and group them. Mirror the group by selecting from the main menu, Object—Arrange—Reflect. Also try option clicking using the Reflect Tool. Choose vertical and copy. Position the set of copies by shift/drag horizontally.

NEW LAYER (5) - Text

11. Create the word IDEA in a 24pt. bold typeface. Fill the letters with white. Space them out using the spacebar and position as indicated in composition.

12. Create the ? marks in a 36pt. bold typeface. Fill the letters with medium blue and position as indicated in composition.

13. Add your name to the composition.

14. Check/set all specs, layers, layer names, and groups (see page 5)

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.

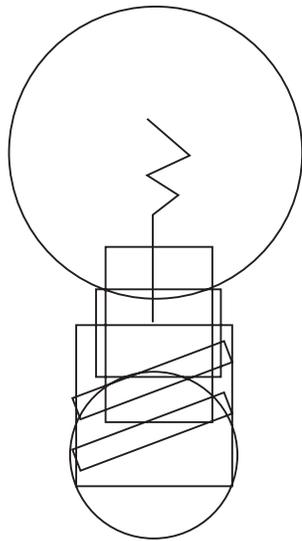**EVALUATION**   See Illustrator Lessons Grades Chart

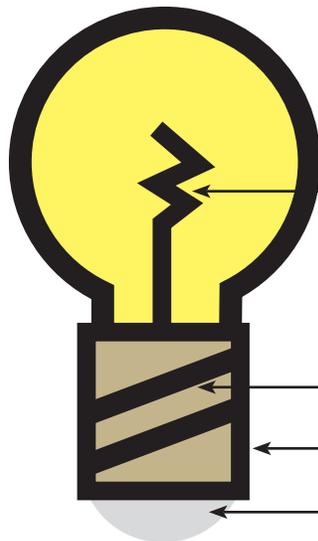*Technical* - quality of execution using Adobe Illustrator tools, procedures, and techniques, follows specifications.

Presentation - digital submission - file names and location.

Deadline - deduction for not meeting deadline.

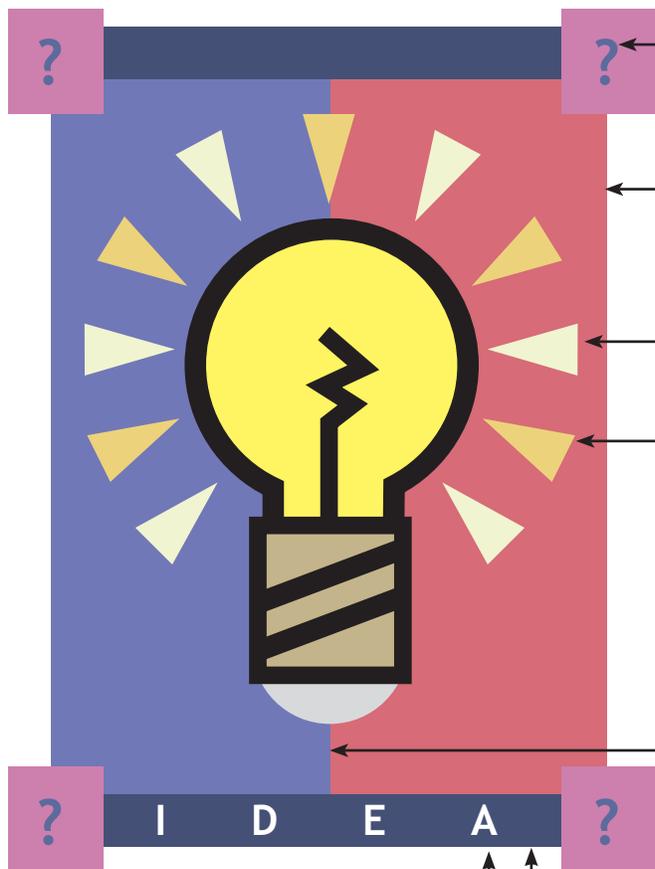# ARTWORK SPECIFICATIONS AND LAYOUT

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

outline view

preview

medium blue ?s 36pt. bold typeface

purple fill/no stroke

red fill/no stroke

light yellow fill/no stroke

yellow-orange fill/no stroke

light 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
- top/bottom shapes
- text

I D E A

TOPICS — MOSTLY REVIEW

- 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 — using eye dropper and acquire/deposit options
- 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 usng 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
- Rulers and guides (making, moving, releasing, deleting), and snap functions
- Joining anchor points with line, averaging and joining anchor points
- Moving artwork between documents — copy/paste vs. place.