

PEN EXERCISES

LESSON

5**DESCRIPTION**

Exercises using the pen tool to create basic curves.

ASSIGNMENT

Create linear curves and corners, and simple Maze 1 as demonstrated and shown on page 4 the assignment.

Use the **templates provided** as a guide.

Follow the procedures on pages 2-3 of the assignment to create the graphic.

w 2/24 lesson due**WEDNESDAY 2/24** _____**LECTURES** SNOTART.ORG**Pen/Pencil Tool For Creation of Organic Forms****DEMONSTRATIONS** SNOTART.ORG**Pen Tool—Curves****Pen Tool—Corners****Pen Tool—Maze****WEDNESDAY 2/24** _____ **DUE 5:00 p.m.****PRESENTATION**

Single Adobe Illustrator document file of the final version of just the **MAZE** design.

- Title the ILLUSTRATOR file: LSN5-your initials.ai

Submit via DROPBOX to IntroToComputerGraphics Folder

Same process as previous submissions

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

View via DROPBOX to IntroToComputerGraphics Folder

Same process as previous submissions

TO START LESSON 5—PEN EXERCISES

Review the **textbook chapter**: 12 pen tool and Pen Tool Basics on page 5 of this assignment sheet.

SPECIFICATIONS

DOCUMENT FORMAT

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

DESIGN & TECH:

- The color scheme is black/white.
- Create your image using PEN tool with the correct kind and properly located anchor points and control rods.
- Artwork has a black 1pt. stroke (line weight), and **no fill**.
- Use two layers — one image, one for template.
- Template is embedded — not linked.

PROCEDURES

SETUP AND PREP

- Launch Illustrator. Create a new file and set the Artwork Board to letter size, page orientation to vertical (portrait).
- Access the *Curve 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 toggle subsequent artwork layers between preview and outline modes using the View menu, or you can Command click on “eye” in the layers palette. Turn template layer on/off as needed by clicking on “eye”.
- Create a 2nd layer — layer 2, name it Image. Using the Layer Palette Options, make sure this layer is set to Artwork.
- Set Fill to none and Stroke to 1pt. black so you can see the template while you create the image. If you have a fill set part of the image will as you draw in a very awkward fashion.

CREATE YOUR ARTWORK

- Start with item A in the *Curve Template*. Follow the locations and directions given for creation of smooth anchor points to create a “wavy” curved line. Use the “press and drag” technique as demonstrated.
- After successfully creating item A in the *Curve Template*, move on to item B. This one is the same line, but with less information to direct you as to the location and direction of smooth anchor points.
- After successfully creating item B in the *Curve Template*, move on to item C. This is the same line as in items A and B, but without help for anchor point location and direction.
- Add your name and save the file.

NEW DOCUMENT

- Access the *Corner Template*.
- Following item A in the *Corner Template*, create a line that transitions from straight to curve. Work left to right.
- Following item B in the *Corner Template*, create a line that transitions from curve to straight. Work left to right.
- Following item C in the *Corner Template*, create a “bouncing ball” line that involves the creation of dual corner points.
- Add your name and save the file.

NEW DOCUMENT

- Access the *Maze I Template*.
- Create the Maze I using the pen tool techniques covered in the curve and corner pen tool exercises.
- Add your name and **submit this file only**.

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

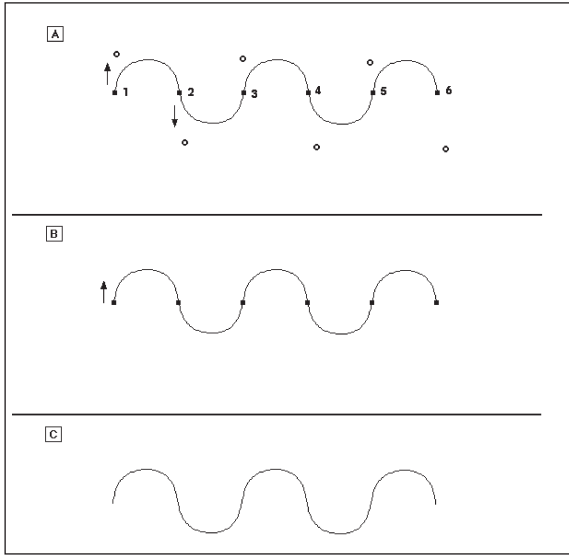
Technical - quality of execution using Adobe Illustrator tools, procedures, and techniques, follows specifications.

Presentation - digital submission - file names and location.

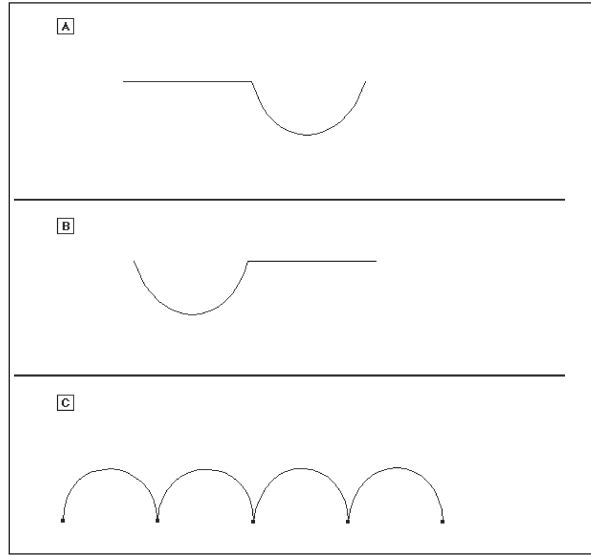
Deadline - deduction for not meeting deadline.

TOPICS

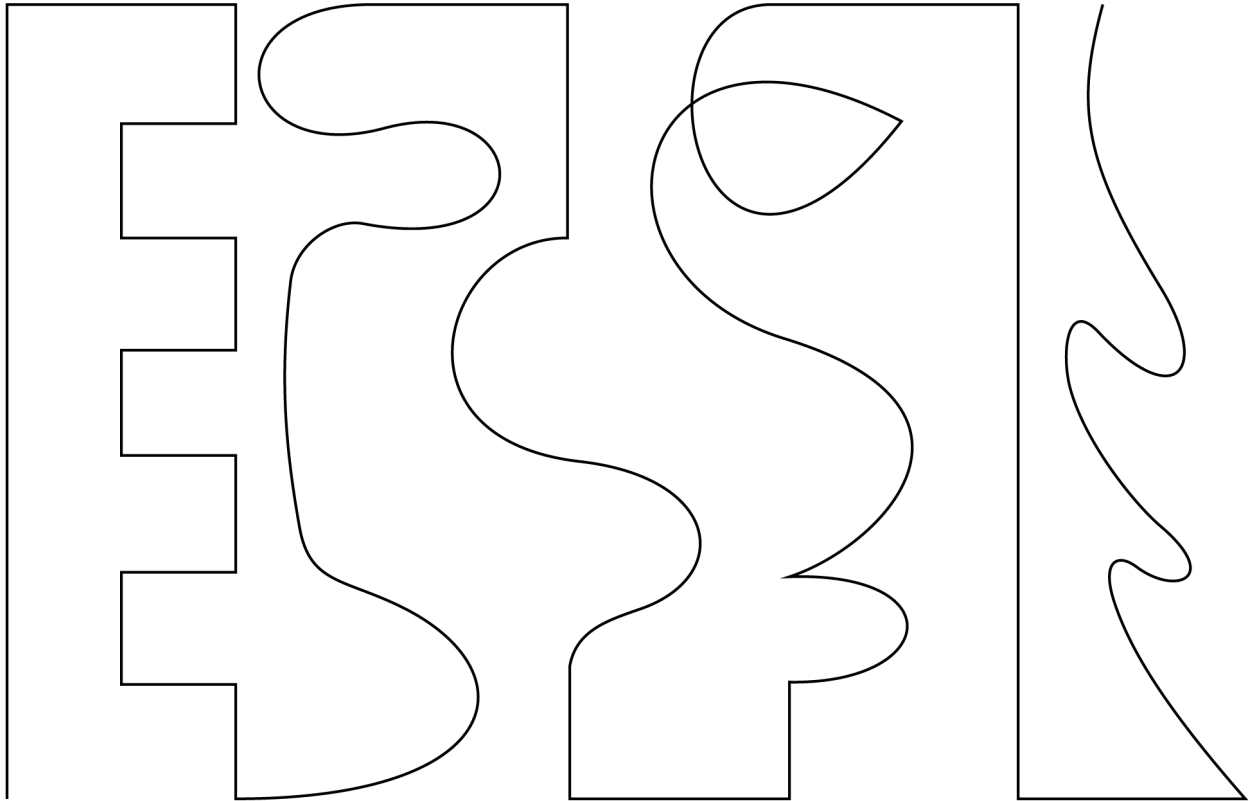
- Drawing tools — pen
 - curve lines and shapes (Bezier curves)
 - smooth and corner anchor points
 - proper number of, kind (smooth/corner), and location of anchor points and control rods
- Point conversion tools
 - converting smooth points and corner points
- Selecting, moving, adding, deleting anchor points
- Connecting unjoined points
 - with pen tool
 - with Join... command dialog box



Curve Template File
LSN5a

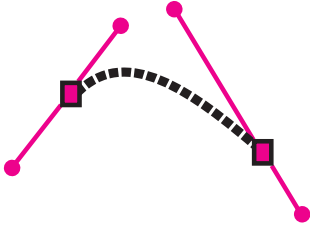


Corner Template File
LSN5b



Maze I Template File
LSN5c

PEN TOOL BASICS

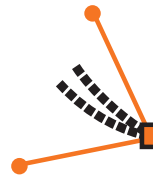


SMOOTH POINTS

Used for smooth fluid curves. Have two control rods that work in unison, kind of like "bicycle handle bars". It is best to locate smooth points on either side of a "bump"

1. DEFINE FIRST ANCHOR POINT
 - position cursor at location of desired anchor point
 - press mouse and drag in direction of the curve to obtain two control rods that action like "bicycle handle bars", and release mouse
2. DEFINE NEXT ANCHOR POINT
 - move cursor to NEXT location and repeat to form the curve segment between the two anchor points.

*adjust control rods as you go:
depress COMMAND key to obtain the direct
selection (hollow) arrow and adjust control rod*



CORNER POINTS

Used for sharp change of direction. Have two control rods that working independently from one another.

1. DEFINE FIRST ANCHOR POINT
 - position cursor at location of desired anchor point.
 - press mouse and drag in direction of the curve to obtain two control rods that action like "bicycle handle bars", and release mouse
2. REDEFINE FIRST ANCHOR POINT AS CORNER POINT
 - go BACK to previously created smooth point
 - depress-hold the OPTION key, press mouse and drag to obtain control rods that are at an angle to each other.

*adjust control rods as you go:
depress COMMAND key to obtain the direct
selection (hollow) arrow and adjust control rod*