## U-Turn: Re-direction

- Save your remake
- We will access them later and compare your skills now to skills later
- You may continue to work on your composition if you finish in-class assignments



# Elements of Design 2: Shape Designing With Shapes <br> Shapes and Design in Illustrator 

## Assignment 2: Mono-Weight Logo Turn-In

1. Public drive: Ensz: Graphic Design: Period \#: A2
2. Create folder in folder with LAST NAME_A2_LOGO
3. Place your logo .AI file, JPEG of 5 rough sketches (photograph and email to self), JPEG of Final Sketch, \& Look Document, JPEG of final logo inside your folder
4. To export logo: Set Artboard to $8.5 \times 11$ inches, center logo, group (CTRL+G, expand appearance, expand fill \& stroke), go to File, Export As: JPEG, select use artboard, maximize quality, 300 ppi, set anti-aliasing to Art-Optimized Super-sampling

## Upcoming Important Dates

- 10/11 - Original Mono-weight Design Due
- 10/11 - Ed Emberly Build a World Project Showcase
- 10/17 - Last work day on Shape Owl and Creatures
- 10/24 - Shape Owl and Original shape creature Due


## Class Project: Make a World

- Learning Goals for Project

1. Elements of Design- Shape, Color
2. Principles of Design-

Proportion, Balance, Contrast,
Movement/Rhythm,
Repetition/Pattern
3. Shape tools to create template
4. Work in prescribed Design style
5. Collaborate effectively
6. Layout \& Production tools


## Make a World Using Shape \& Color

1. Task: Recreate elements on page using the shape tools in Illustrator
2. 6 Teams: Every team member must build all objects on page
3. Before work, distribute style sheets, determine color palette (4 color limit)
4. Work on $8.5 \times 11$ inch document: Final individual document should contain all objects on page
5. Determine leader for putting elements together, assistant to manage productivity
6. Each object, when complete, should be grouped \& have all paths finalized (CTRL+G, expand appearance) to rescale
7. Drag and Drop each final objects into $11 \times 17$ inch document
8. As team, arrange elements into cohesive world- Label with team name
9. Mr. Ensz will print out each team's compositions and hang them around class tomorrow

SHAPE BUILDING Video

## \#2. SHAPE PROJECT

Using the shape tools and pathfinder/ shape modes recreate the owl design. In the same document build another creature to be his friend using the pathfinder/ shape modes. The document must show the following:

- $8.5 \times 11^{\prime \prime}$ artboard size
- Recreated Owl
- Additional Creature (that shows evidence of pathfinder/shape modes)


## SHAPE IN DESIGN SAMPLES




## *








## 5



4





为
all purpose surface wipem fragrance free plant based cleanitep po durable \& non - athnesive - cuick \& comp
 torctimicoles



等 $\sec \pi$ $5 \cos 5$



SKILLS:
-PATHFINDER -SELECTING MULTIPLE OBJECTS -RESIZING USING SHIFT -COPYING USING ALT -TRANSPARENCY
ALIGNMENT -ARRANGMENT AND GROUPING

— FEET (PATHFINDER)
— FEATHERS (PATHFINDER)
— EYES/ WINGS (PATHFINDER)

- BEAK (DIRECT SELECTION)
— BODY (PATHFINDER)

Set up document like this...


## SHAPE CHECKLIST

## Direction, Craft, and Technique (Write yes or no)

PEER
$\qquad$ Does the owl have the exact same shape forms (look closely)?
$\qquad$
$\qquad$ Were the Pathfinder tools used to cut and add to existing shapes on both creatures?
$\qquad$
$\qquad$ The 2nd creature looks too amateur not enough efforts made to manipulate shapes?
$\qquad$
$\qquad$ A photographic source was used to make the 2nd creature?

## PROCESS: SET-UP DOCUMENT

OPEN ILLUSTRATOR AND MAKE A NEW FILE

- NAME IT ‘(LAST NAME) _ '(NAME OF PROJECT)’_P(PERIOD NUMBER)'
EX. Smith_Shape_P4
- SET THE DIMENSIONS TO ONE OF THE FOLLOWING:
$81 / 2 \times 11^{\prime \prime}$ - PRINT
$1920 \times 1080$ px - DESKTOP SCREEN
$1025 \times 178$ px - WEBSITE HEADER
828 X 315px - FACEBOOK COVER PHOTO

MORE SOCIAL MEDIA SIZES
https://makeawebsitehub.com/social-media-image-sizes-cheat-sheet/

## GENERAL TUTORIAL RUBRIC



Inspiration


Sketch


Source Materials


Execution


Critique/Refine

## 1- Low Skill

Minimal effort or significant challenge with craft. More practice is needed. Techniques non-existant. Directions not understood or followed. Little to no creativity student working below thier abilities.

## 2- Medium Skill

Some effort or improvments needed with craft. More practice is needed. Techniques not mastered fully. Directions understood and followed. Some creativity. Student working below thier abilities in some areas.

## 3- Proficient Skill

Effort with craft clearly evident. More practice could help. Techniques mostly mastered.
Directions understood and followed. Applied creativity. Student working to thier abilities.

## 4- High Skill

Strong effort, highly accurate or careful craft. Techniques expertly mastered. Student went above and beyond expectations with ability and creativity.

