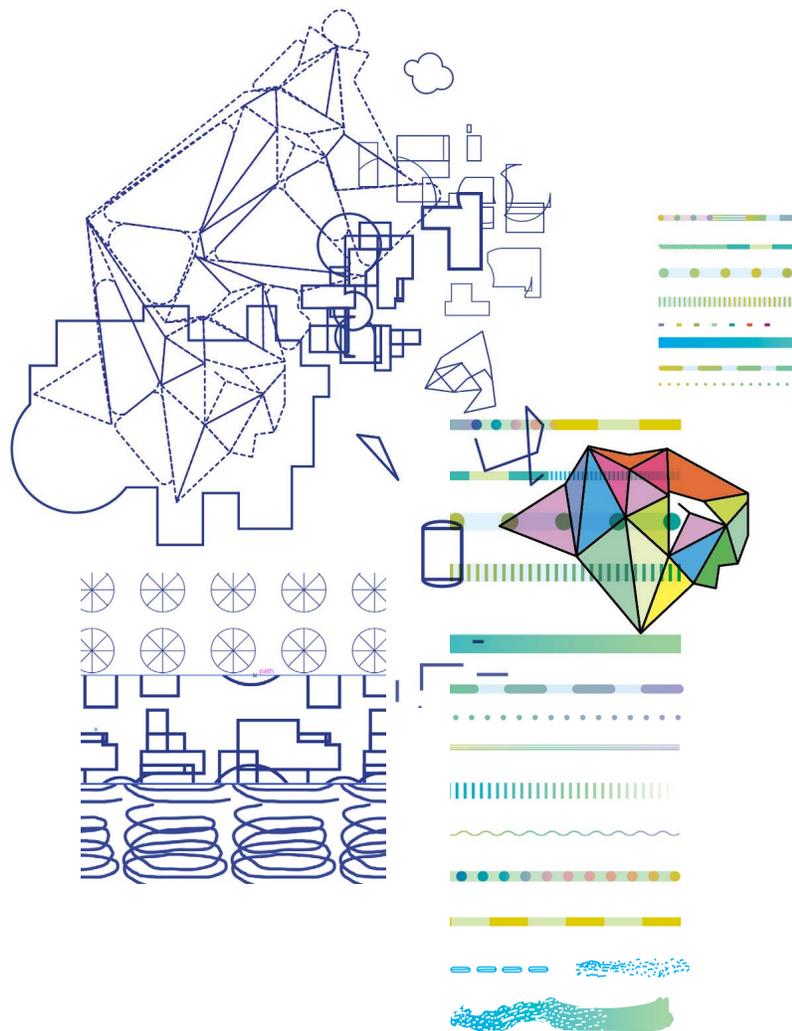


DIGITAL SYSTEMS & METHODS // // // //

ADOBE ILLUSTRATOR EXPERIMENTS:



U01.A. ADOBE ILLUSTRATOR | PROCESS.

WEEK 01.

- > HOMEWORK FOR WEEK 1: QUICK PREPARATION:
- > File Storage / External Hard drive / Do not save work on CC. / All Imagery must be yours / KEEP ALL YOUR WORK
 - > GETTING STARTED: [Mac Environment / Folders / Adobe Illustrator](#)
 - > PICK A COLOR SCHEME / LINKS: [___. Adobe Color Themes.](#) / [___ COLOR:](#)
 - > OPTIONAL THEME: Consider selecting a Theme. Examples include swimming, space, science.
 - > BLOCK SCHEDULE: In your calendar write down all due dates for class. Block out time each week for homework between 2-9 hours a week. Some students need more or less.



[1.1.](#) 2 x [SQUARE PIXEL DRAWING.](#)

[1.2.](#) 2 x [CIRCLE PIXEL DRAWING.](#)

[1.3.](#) 6 x ["MARKS".](#)

[1.4.](#) 2 x [MIXTURE #A.](#)

WEEK 02.

- > HOMEWORK FOR WEEK 2: QUICK PREPARATION.
- > OTHER TOOLS TO EXPLORE: [Group/Ungroup](#) / [Front/Back](#) / [Blend](#) / [3D Tool](#) / [Warp](#) / [Width](#)
 - > IF YOU NEED ADDITIONAL ADOBE ILLUSTRATOR TOOLS RESEARCH: [___ Adobe Tutorials.](#) / [___ 10 Essential AI Tips.](#)
 - > STUDIO VIDEO RESEARCH: / [Vector vs Raster](#) / [Critiques](#) / [Elements and Principles of Design](#) / [Fundamentals of Design.](#) /

[2.1.](#) 5-10 x [CUSTOM VECTOR LINES.](#)
2 x [DIGITAL VECTOR BRUSH DRAWING.](#) / >>[#01](#) / >>[#02](#) /

[2.2.](#) 5-20 x [VECTOR OBJECTS.](#)

[2.3.](#) 5-10 x [PATTERNS.](#)

[2.4.](#) 5-10 x [COLLECTION OF OBJECTS.](#)

[2.5.](#) 2 x [MIXTURE #B.](#)

[2.6.](#) 1 x [PEN TOOL EXERCISE](#) - / FILE / 

WEEK 03.

[3.1.](#) 5-10 x [EXPLORATIONS](#) ["objects" or "compositions" from the following experiments:]

- 1 x [Blend](#) / [Warp](#) / [Width](#) [EXPERIMENT.](#) 
- 1 x [3D tool](#) [EXPERIMENT.](#) 
- 1 x [Transform Effect](#) / [Free Distort](#) / [Warp](#) [EXPERIMENT.](#) 
- 1 x [TYPE EXPERIMENT \[TEXT ENVELOPE\].](#) 

[3.2.](#) 1 x [100 LINES DRAWING.](#)

[3.3.](#) 5-20 x [FLAT VS. DIMENSIONAL.](#)

[3.4.](#) 3 x [EMOTIVE OBJECTS USING PEN TOOL.](#) [3 different objects / 15 photos total]

- > WHAT TO TURN IN ON BLACKBOARD:
- 1 x [PDF PRESENTATION](#) [Created with Adobe InDesign that includes all work above. See below.]
- > [___](#). Download InDesign Visual Presentation [Template](#) here.
 - > [___](#). Export each file above as a jpg or png at 300 ppi. Then, place into ID presentation file.
 - > [___](#). Watch video tutorial here: [<https://youtu.be/GCVXht7q75U>]

RUBRIC.

DIGITAL SYSTEMS & METHODS.

ADOBE ILLUSTRATOR.

0	DRAFT QUALITY
1	DEVELOPING
2	MEETS EXPECTATIONS
3	ABOVE AVERAGE
4	STELLAR



Rubric Criteria

1.	Formal Qualities. [Elements & Principles of Design]. Examples include: ___.Compositional qualities (layering & balance). ___.Line Shape, Texture, Space, Color, Balance, Symmetry, Space, Rhythm, Scale, Contrast, Value. ___.Color Pallet includes students own mixed colors and not the default colors. ___.Has the student successfully solved the compositional qualities of the work?	20%
2.	Experimentation, Originality, Visual Language, & Vector Forms. Examples include: ___.Experimentation with Pattern, Unique Shapes, Forms, Illustrations. ___.Formal experimentation with cohesive shape, size, scale, line, weight, etc. ___.Range & Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions. ___. Are objects / compositions sophisticated? ___. Do compositions avoid branded elements like logos or other trite elements? If universal forms are utilized are they visually different with their own sense of visual language? ___. How are compositional aspects balanced? ___. Is there an attempt at developing Visual Language, individual voice, and aesthetic from the student's unique point of view? ___. Are there unique elements that express voice. ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Experimentation with minimal and complex forms. ___. Uniqueness of Form and implementation of successful design decisions.	15%
3.	> Technical Skills: Adobe Illustrator. Examples include: ___. Technical development of Illustration skills & embracing digital tools. ___. Vector Technical Skills. ___. Crafting of vector objects.	10%
4.	Visual Presentation, Followed Submission Instructions. Examples include: ___. Is student working on process and developing their work. ___. Did student work on sketches? ___. Did student perfect compositions to completion considering the Elements and Principles of Design.?	10%
5.	Design Process + Design Thinking. Is evidence of the design process present? Examples include: ___.Did student experiment with their design process during the assignment? ___. Is student working on process and developing their work. ___. Did student work on sketches? ___. Did student perfect compositions to completion considering the Elements and Principles of Design.? Design process can include brainstorming, visual research, aesthetic awareness, variation experimentation, "formstorming", different design techniques [Kit of Parts], etc. See <i>Graphic Design Thinking</i> and <i>Graphic Design the New Basics</i> , by Ellen Lupton for suggestions.	15%
6.	Self-Driven Critique, Peer Critique, & Studio Culture.	10%
7.	Professionalism + Positive & Critical Thinking.	5%
8.	Time Management + Required Experiments. ___.Did student complete all required experiments?	15%
9.	Is Work Late? -20%	