DMV 185

by Alejandro Huang

ABOUT ME

My name is Alejandro. I am taking this class because I want to learn about design so I can get experiences on making digital graphics by using different software. My carrer goals are learning and getting skills on graphic design because I think this is a good way to start and get introduced in order to become a video game designer in the future. Some information in this postcard design are including typeface styles like Long Shot and Exo in regular and black with opaque colors.

RASTER PROJECT

In my raster project, I worked with different elements in Adobe Photoshop, such as layers, colors, shapes, and typography. By introducing my raster project design, I sketched my raster and searched images from Pinterest that I used to begin. During my learning, I created my own creature by using raster graphics and adjusting the resolution of pixels from the transformation tool and selection tool. Before finishing my project, I used two different type of color RGB and CMYK, which allowed me to create better resolution of my raster when exporting.
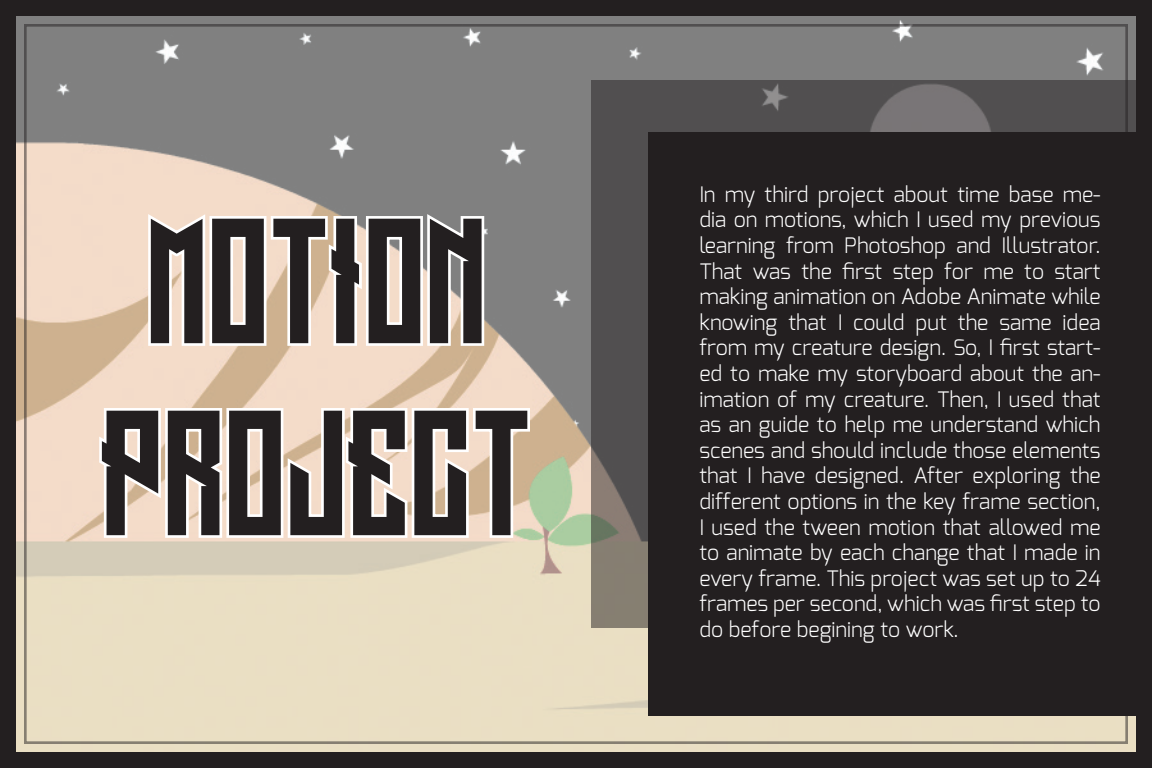
VECTOR PROJECT

EXPLORE TH

In my vector project which was made from Adobe Illustrator, I started to sketch my design and work with my previously Photoshop learnings. First, I used my creature to set it as the main focus of my vector in order to begin creating and connecting paths to make shapes. Second, I worked with the effects by using sunlight graphic and gradiant colors. Third, I made a short typography by aligning it at the center. In conclusion by making this project, I learned using exported files from Photoshop could also help me to create images and use them as a vector design.

EXPLORE THE SPACE

MOTION PROJECT

In my third project about time base media on motions, which I used my previous learning from Photoshop and Illustrator. That was the first step for me to start making animation on Adobe Animate while knowing that I could put the same idea from my creature design. So, I first started to make my storyboard about the animation of my creature. Then, I used that as an guide to help me understand which scenes and should include those elements that I have designed. After exploring the different options in the key frame section, I used the tween motion that allowed me to animate by each change that I made in every frame. This project was set up to 24 frames per second, which was first step to do before begining to work.