Aim- Design a logo/icon for problem statement

Theory-
 Principles of a great logo design
→ Simplicity
→ Memorability
→ Timelesness
→ Versatility
→ Appropriateness

Designing process
step1 - Research the field/industry
Researching the field or industry helps designers
get a sense of the environmental to logo is
going to live in
Design varies from field to field.

Step 2 - Get to know the client.
 Once the designer has a solid objective understanding
of the field or industry, its time to get the best
possible understand of what the client does and
who their target audience is

step 3 - sketch, present and iterate an initial ideas.
Try to present the client with between two
and three possibilities

Step 4- Revise
Sometimes, this steps is only one little tweak, other times
it sense of longer revision

Teacher's Sign.: _____

Step 5- Organize the final deliverable
Sort out which file formats and other iteration that the logo might live on

Designing a logo from scratch is a difficult creative process that takes a lot of research, knowledge of a business and its audience and a deep consideration for the principle of logo design.

Icon design is th process of designing a graphic symbol that represent some real, fantasy or abstract motive, entity or action. An icon device often represents a program, a function, data or a collection of data on a computer system.

Conclusion - Icon / logo was successfully designed for chosen problem statement

Food view

Food view