

T.A. Marryshow Community College

Computer and Electronics Department



Graphics Portfolio

Student Name	Ulric Aird
Student ID No.	AL2023014347
Course and No.	Introduction to Graphics Tools (CIT-233)
Lecturer	Mr. Collins Charles

Contents

Photoshop	3
Drop Shadow.....	3
Horizon.....	3
Tattoo	4
Liquify	4
Fire Text	5
Transformation	5
Collage.....	6
Lighting.....	6
Game Artworks.....	7
Video Thumbnail Art	8
Wallpaper.....	9
Illustrator	10
Gradient	10
Lemon.....	10
Fireball	11
Low Poly Star	11
Capybara Silhouette	12
Road Signs	12
Raindrop.....	13
Apple Tree	14
Light Bulb	15
Logo	15
Poster.....	16
Mascot.....	16

Photoshop

Drop Shadow

This is images of the drop shadow art piece that I did



Horizon

We basically for this art piece, find a tilted horizon and straighten it up.

Before:



After:



ua

Tattoo

For this piece of art, I had to find a body part and place a tattoo on it.

Before:



After:



Liquify

For this piece of artwork, I must find a thick person and make them into a slim person.

Before:



After:



Fire Text

In this art piece, I add a text called fire and made a fire effect around the text



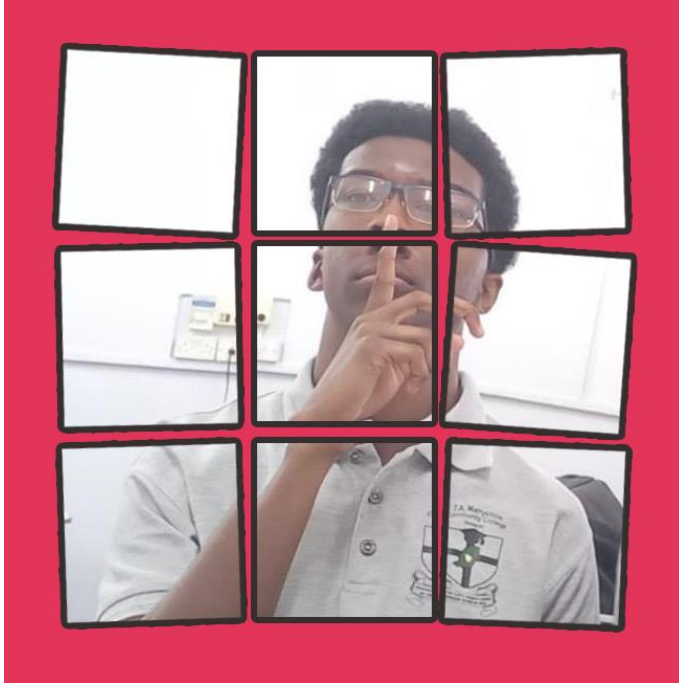
Transformation

For this photo edit, I had to take a blank room and make it into a work of art. For this, I decided to make a gaming room.



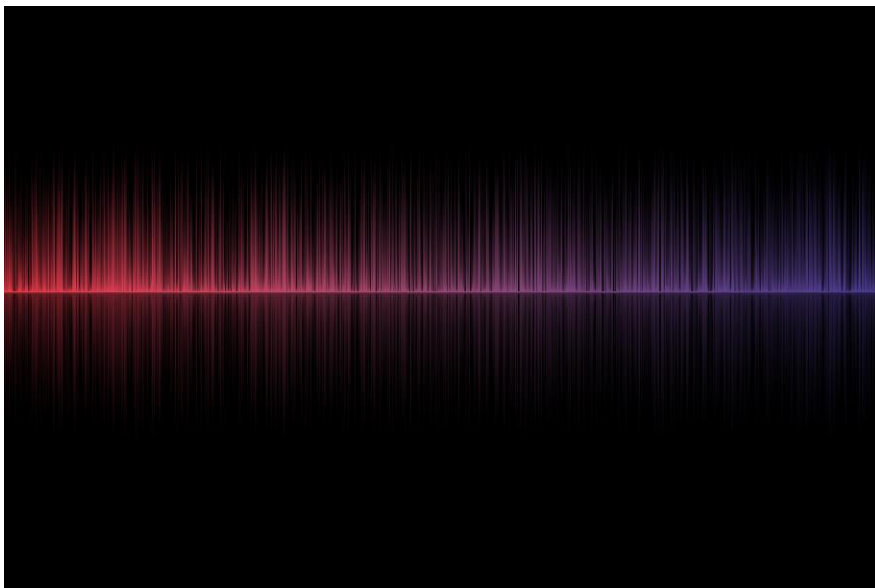
Collage

This is a collage of me in a classroom. This was made by using smart guides to split the image into a collage.



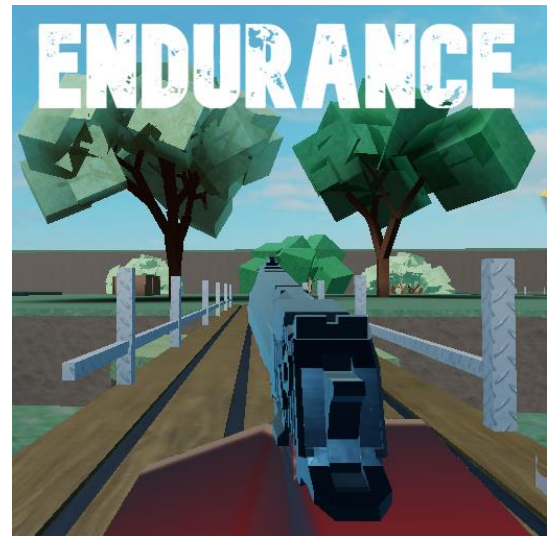
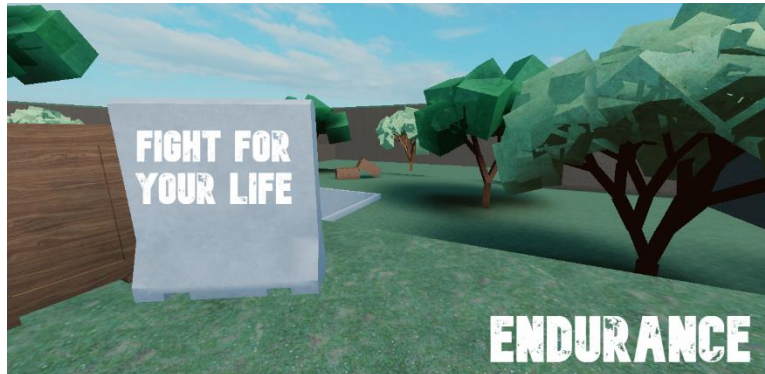
Lighting

This is a soundwave lighting effect using gradients and some shades of lighting.



Game Artworks

Here is where I made artworks for games I've worked on and published.



Video Thumbnail Art

This is all the art I've made during the time when I wanted to be a Youtuber. Well, that failed miserably, but we've improved in a skilled area.

These thumbnails were made using 3D models rendered from both a Game Engine and a program called Blender.



Wallpaper

This is a wallpaper I made when I was in Secondary School. In one of the images, I did an outline of the character that is displayed. These characters were exported from a Game Engine and rendered in Blender.



Illustrator

Gradient

The objective for this gradient artwork is to recreate a navbar with icons.

Before



After



Lemon

Created a simple lemon artwork using the pen tool and the pathfinder features.



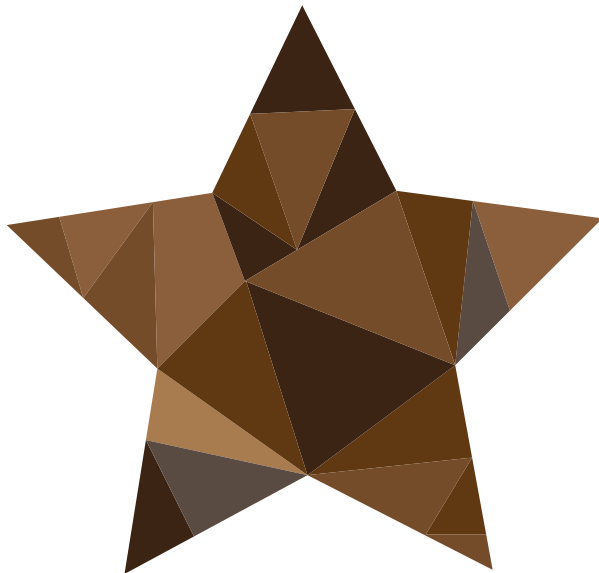
Fireball

Utilizing the pathfinder, pen-tool, and many more features, together with a tutorial, I was able to create this very creative piece of artwork.



Low Poly Star

Utilizing the line segment feature in Illustrator, I was able to create this basic low poly star as one of the artworks I created by myself (no help)



Capybara Silhouette

Created this silhouette image of a capybara looking at the moonlight. The image of the capybara was created using the pen tool feature where I traced a picture of a capybara. The rest of the items within the picture was created using the pathfinder and other features.



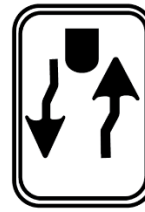
Road Signs

The motive for this artwork was to recreate the road signs to maintain its image quality.

Before



After



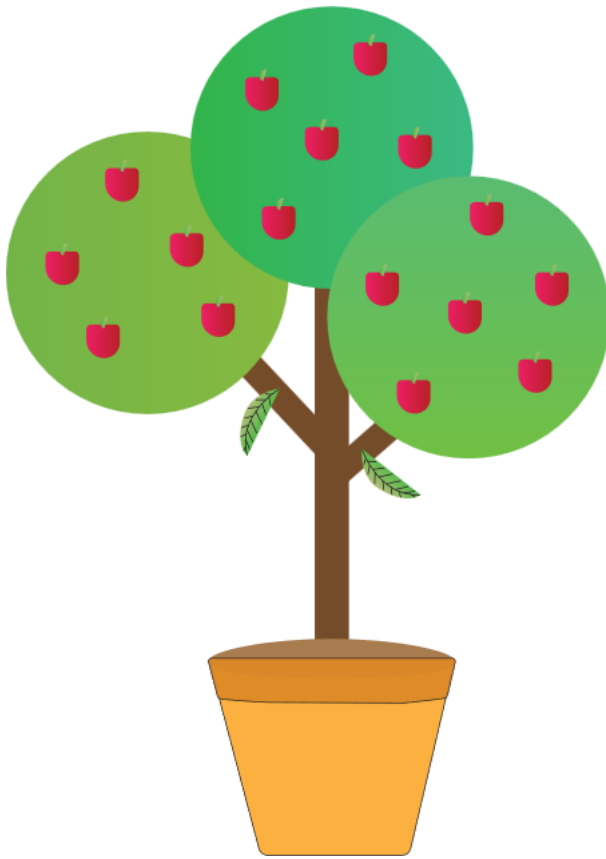
Raindrop

A simple vector image of a raindrop



Apple Tree

Made a simple apple tree in a plant bucket



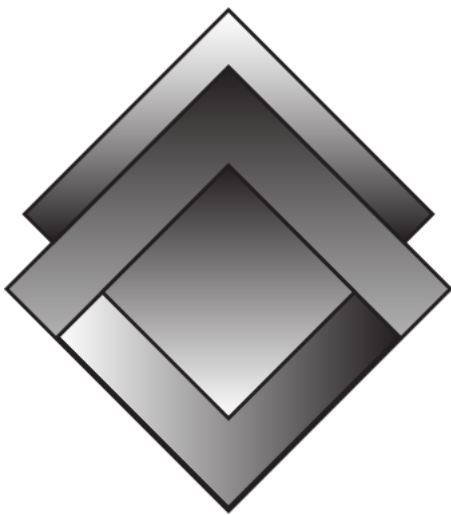
Light Bulb

Created a light bulb using the shape tool together with the pathfinder tool.



Logo

Made this simple logo that looks like an exotic car brand.



Poster

I created this poster as an advertisement for my own ice-cream brand “ua ice-cream”.



ua ice cream
where every lick is a taste of tomorrow

Mascot

I have decided to make an attempt at recreating the mascot for the “Go” programming language. This is my attempt.

Before:



After:



