{project}

Arts 53A Intro Visual Technology

Project 1: Botanical Illustration

Part 2

Goal:

Illustrate your botanical specimen as accurately as possible.

Process:

- 1. Select a photo to use as a reference in Illustrator.
- 2. Place the image in Illustrator.
- 3. Create, name and organize layers (You will be graded on this).
- 4. Must have a minimum of six layers in your file.
- 5. Use the various tools covered in class to render the illustration in a realistic manner.
- 6. Live Trace is not acceptable and will result in zero grade, Live Paint is acceptable.
- 7. Must include a otanical name "title" labels pointing to the "petals, pistil, stamen, sepal, stem, & leaves".
- 8. Use fonts appropriate to the concept. Outline your fonts.

Presentation:

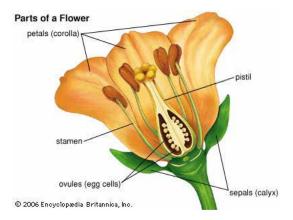
You will present the file to the class on the instructor's station. You will discuss the organization of the file, and the techniques used to render the image. The instructor will give feedback, and will take comments from the class. You will need to articulate how the flower is relevant to you.

Size:

AI File Format 7x7

DUE:

Week 8 Day 2: MW Feb 23rd TTH Feb 24th



Please note: This is a graphical example of a flower and its anatomical components. It is to be uses as a reference for the various parts of a flower.

{project}

Arts 53A Intro Visual Technology Project 1: Botanical Illustration Part 2

Examples:

These are professional illustrations.











