GDT 106/01

ILLUSTRATOR GRAPHICS

Mon. & Wed. 9:30 - 11:25 a.m. GM 011

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Office: GM300

Office Hours by Appointment

OBJECTIVES

- » To create a type based illustration usinng Envelope Warp >Warp to Top Object, using mesh, and using warp
- » Fine tune using direct selection tool, anchors and handles
- » BE CREATIVE

GRADING CRITERIA

- » Illustrator digital file named and saved to Class Folder > Turn In Work correctly and on time
- » Successful and appropriate use of Envelope Warp techniques
- » Named and organized layers
- » Overall creativity of work
- » Presentation of final printed piece



Exploration 6: Text Image

DUE Wed (11/15), printed in color and saved to the class folder.

Choose an image that you would like to reproduce typographically (person, place or thing). Place the image in an Illustrator document (8×10 inches). You may use an underlying photo as texture, but do so carefully as this often doesn't work and detracts from the illustration. See examples.

Begin by outlining the object using the pen tool. NOTE: In order for this to work, the object will have to be divided into multiple pieces that will contain words. You must be able to divide up your chosen object so that the image is still recognizable once words replace the image. You can draw these pieces individually, or draw the entire object then divide it into pieces using the Knife tool, or creating pen paths and using the Divide function of the Pathfinder (I will demothis)

Make sure that before you begin dividing up your image, that you have created a list of words that describe or correspond well with the image (one simple example of this might be drawing the outline of the all the Great Lakes, then filling them with their respective names).

I recommend building this in stages and preserving them as you go (see my demo on the Water Tower). Keep your words in your document and make copies, as you will want to try different techniques out without having to retype them or undo multiple times.

As always...The more creative, the better!