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Lab 1: Create a logo design using Macromedia Free Hand MX.

Introduction:

Freehand Mx software is a vector – based drawing application. Freehand MX includes Vector effects such as bend, stretch and transform. It combines a wide range of drawing tools with special effects. Logo design is the combination of image and graphics in multimedia. And images can be in formats like JPEG, GIF, etc. Graphics formats are specified to graphics primitive and their attributes. There are mainly two types of graphics:

- Raster Graphics
- Vector Graphics

The main purpose of using it is to create different logos of colleges, schools, offices, etc.

Objectives:

- To create a logo using different tools available in Macromedia Freehand MX.
- To understand the use of different tools and be familiar with them.
- To be able to create different shapes of different sizes within the same or different designs.

Materials:

Software used: Macromedia Freehand MX.

Steps:

- Step 1: Create a new project after opening the application by clicking on file from toolbar and then clicking on **New Oregon** just use '**Ctrl+N**' shortcut key.
- Step 2: Select the 'ellipse' tool and by holding the **shift** key draw a perfect circle.
- Step 3: Press '**Ctrl+Shift+D**' to clone the same circle, and resize it little, smaller compared to bigger circle on the same position.
- Step 4: Now, when the smaller circle is selected click on color toolbar and use bucket tool to fill up the color in that circle. (I prefer deep blue)
- Step 5: Now click on **polygon tool > double time**, then a dialogue box will appear, where I choose: 6 number of slides, shape: star, and leave rest of all to default then click on **ok**.
- Step 6: Use the keyline for seeing all lines easily for edit.
- Step 7: Now, keeping cursor in the center, draw the star shape which we created using polygon tool inside the smaller circle and use bucket tool to color it, I use white.
- Step 8: Now, off the keyline.
- Step 9: Use **pain tool** to create a book like structure and clone move the clone side by side to original and group them up.
- Step 10: Use **pen tool** to again to create a symbol of fire above the two books shapes we created.
- Step 11: Use ellipse tool again to draw a small circle between the fire shapes we created.
- Step 12: This "**Black Mustang**" font writes '**M**' inside the book structure and changes its color using bucket tool and resize it.
- Step 13: Not clone that '**M**' and put it side by side.
- Step 14: Now add up the required text we want.
- Step 15: Use polygon tool again to create two small stars, with 5 number of slides.
- Step 16: Select the bigger circle, clone it and resize it to near of smaller circle then press '**Ctrl+Shift+Y**' for writing in surrounded from, then press enter first to write from downside then write your text "**MADAN BHANDARI MEMORIAL COLLEGE**" and again write in "**Pretti Font**" in upside.
- Step 17: Click on file, click on export, and then and then choose location and file type then save.

Shortcut Keys:

- Ctrl + N = Open new document.
- Ctrl + Shift + D = Clone.
- Alt + Shift = resize, shape without disturbing ratio of shapes.
- Ctrl + K = active keyline / de-active keyline.
- Ctrl + Shift + Y = Attach to path.

Windows in Macromedia Freehand MX.

- Properties: Contains the Document panel and Object panel. Were,
 - Document Panel is where we can set page size and orientation.
 - Object panel shows the properties of selected objects.
- Tools: Contains many tools we will use to create custom art objects.
- Assets: Contains Swatches panels, Style panels & Library panels. Were,
 - Swatches panels are used to add, fill and stroke colors to a selected object.
- Layers: Used to organize objects, control stacking order, and manage visibility, making it easier to work with complex vector graphics by grouping elements and controlling their display.
- Mixer and Tints:
 - A mixer panel is used to create and adjust colors by blending or mixing different colors swatches together.
 - Tints panels are used to apply varying levels of transparency or opacity (tints) to objects in our design.
- View: Used for 'zoom in' and 'zoom out' and move the page.
- Colors: Allows us to select and adjust fill and stroke colors for our objects. It provides options to mix colors using various color modes.
- Snap: Use to control objects alignment and snapping behavior.

Tools Used:

- Ellipse tool: To draw ellipse and circles.
- Bucket and Stroke tool: To fill color in shapes and manage strokes.
- Polygon tool: To create shapes like polygon and star.
- Pen tool: To create custom shapes.
- Bezgon tool: To manage custom shapes.
- Line Tool: To draw lines.
- Text Tool: To write text in our page.

Discussion and Analysis:

Macromedia Freehand MX is a great tool for vector-based drawing. It can be used for logo making, advertisement, banner making. we can use different and amazing tools which come to handy during our artwork creation.

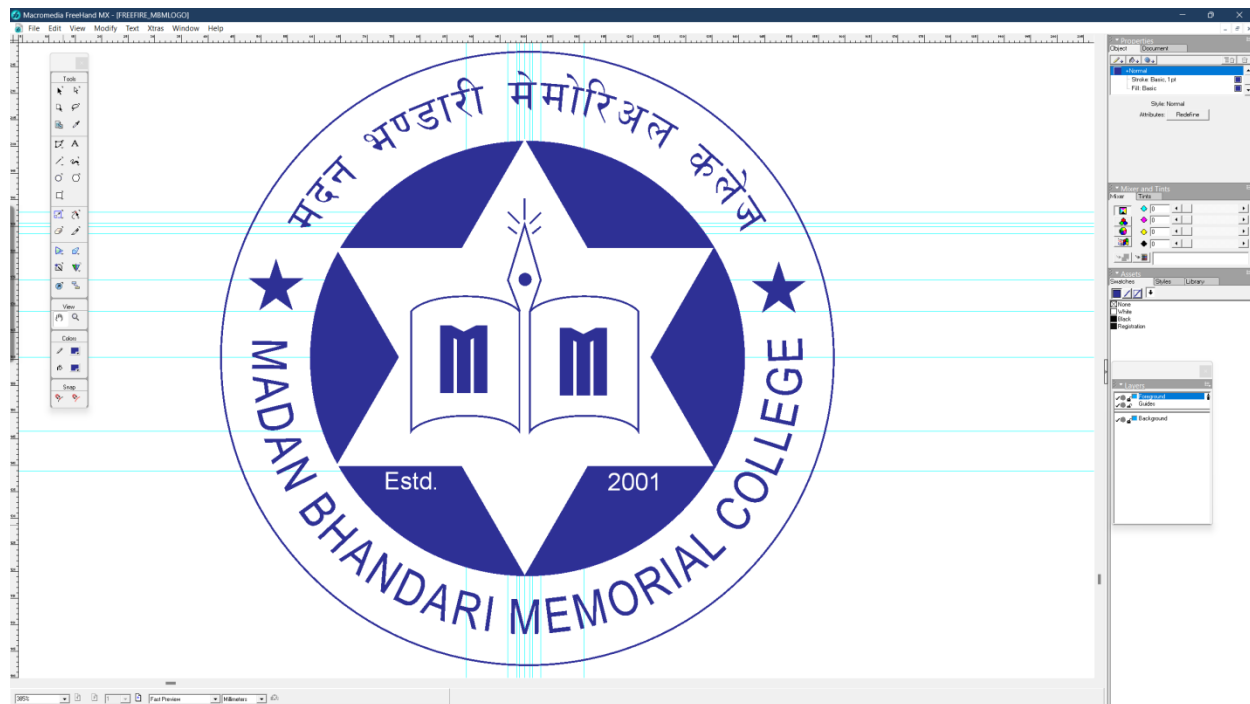
Conclusion:

Logo and many other vector-based drawing can be created using Macromedia Freehand MX.

References:

1. YouTube.
2. Google.
3. ChatGPT.

Madan Bhandari Memorial College Logo in Macromedia Freehand MX



Final Form

