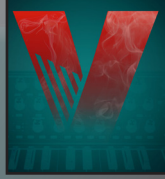
VISUAL MEDIA DESIGN

I FELT THE URGENCY TO LEARN VISUAL MEDIA DESIGN FOR MY MARKETING CAREER ASWELL AS FOR LIFES LONG JOURNEY OF ENTREPRENEURSHIP AND CREATIVITY.
THIS CLASS HAS HELPED ME GAIN THE SKILLS NECCESSARY TO APPLY TO MANY DESIGN SCENARIOS, WHERE IN THE PAST I HAD TO OUTSOURCE.
THE TYPEFACES I USED HERE ARE SOME I FOUND FROM ADOBE. THE COLOR THEMES ARE THE SAME AS THE ONES USED TO CREATE MY V LOGO.

VAL EYDELMAN

VISUAL MEDIA

ADOBE PHOTOSHOP

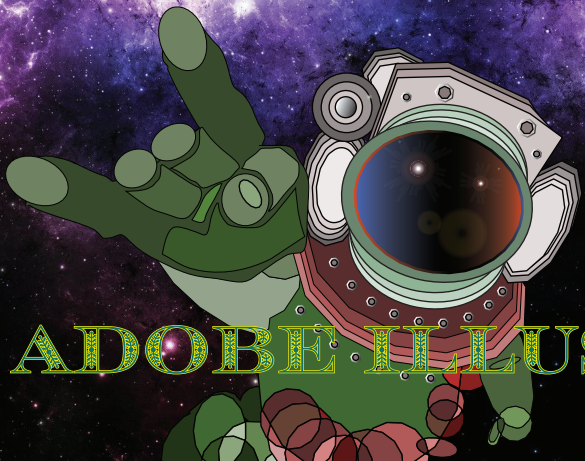


THIS PHOTOSHOP PROJECT WAS A BLAST TO CREATE. I GRABBED DIFFERENT ELEMENTS, MANIUPLATED THEM WITH EFFECTS, AND PUT THEM TOGETHER TO CREATE A MUSHROOM SPACE WORLD WHERE WE RESIDE. TO FINISH IT OFF, I SWIRLED AN OVERLAY RAINBOW EFFECT OFF THE CENTER OF MY PATCH AND CREATED A NEGATIVE MAPLE LEAFE BORDER FOR A FINISHING TOUCH.

PHOTOSHOP

FINAL PROJECT

SpaceMan



ADOBE ILLUSTRATOR

ILLUSTRATOR WAS VERY USEFUL TO LEARN IN TERMS OF THE ABILITY TO MANIPULATE SHAPES TO CREATE ANYTHING IMAGINABLE. IN THIS PROJECT I TRACED AN ASTRONAUT USING ONLY SHAPES. AFTER SOME PRACTICE I GOT QUICKER AT DUPLICATING A SHAPE AND MAKING IT SLIGHLY LARGER WITH EACH DUPLICATION TO CREATE A 3D LOOK OR SCALING RIPPLE EFFECT ON THE CLOTHING.

ILLUSTRATOR

FINAL PROJECT

vitalmin
ADOBE ANIMATE

ANIMATING WAS A LOT OF FUN !
FOR MY FINAL PROJECT I USED ELEMENTS FROM MY RASTER AND VECTOR PROJECTS TO MAKE THEM FEEL ALIVE . I TOOK ON A CHALLENGE WITH LEARNING TO HOW MAKE THE ASTRONAUTS HAND MAKE A MOVEMENT AS THE ENTIRE ASTRONAUT IS ALSO MOVING DOWN THE SCREEN. IT WORKED OUT AND WITH MORE TIME I WOULD HAVE MADE MORE LIMBS MOVE AND DANGLE AROUND.

ANIMATE

FINAL PROJECT