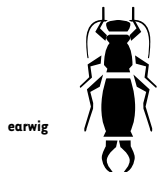
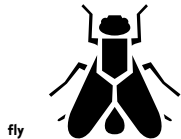


## GRAPHIC DESIGN SOFTWARE

### ART 3395

**Instructor** Kathy Kelley  
**Class Time** MW 2:30–5:30 p.m.  
**Location** 304A Fine Arts Building

**Office** 326 Fine Arts Building  
**E-mail** kkelley3@uh.edu  
**Office Hours** By appointment  
**Course Website** [www.kathykelley.net/UH/course](http://www.kathykelley.net/UH/course)



## Project 2 Description

*Paths, Transforming Objects & Complex Shapes*

### Technology Objectives

1. Learn to draw and edit paths
2. Learn to transform objects
3. Learn to create complex shapes
4. Learn to organize color

### Case Studies & Exercises

Go to [www.friendsofed.com](http://www.friendsofed.com) and download images for Ch 5–7. Read the chapters and complete the Case Study exercises and, when completed, save the files to Project 2 CD.

### Insects

1. Draw each of the insects on the left (download insects.ai from class website) with the pen tool. The final drawing should be contained within an 8 x 10 (landscaped), black and white Illustrator file. Print and save file to Project 2 CD.

2. Draw an insect of your invention by combining parts of these insects. The final drawing should be contained within an 8 x 10, B+W file. Print and save file to Project 2 CD.

### Light Fixture

Place the photograph on the left (download light-fixture.jpg from class website) in Illustrator. Draw a path around the decorative light fixture, exclude wall mount, and create a clipping path. The end result should be the image of the light isolated from its photographic background. Print and save file to Project 2 CD.

### Portrait

Find photograph of one person. Bring photo, print or digital, to class on Wednesday. Scan the photo if print. Place the image into Illustrator. Recreate the photography using paths, shapes, and compound shapes/paths. Add color using swatches or color palette (CMYK). Once the recreation is complete, delete raster image, resize vector image as closely as possible to 12 x 8" (landscape or portrait). Print and mount on black foamcore. Save file to Project 2 CD.

### Technology Reference

Foundation Illustrator 10  
Chapter 5: Drawing Paths pgs. 149–159  
Chapter 5: Editing Paths pgs. 162–167  
Chapter 6: Transformation Tools pgs. 174–188  
Chapter 7: Compound Shapes/Paths pgs. 206–220  
Chapter 7: Clipping Masks pgs. 239–243

### Schedule

[Monday, February 2]  
Work in Class (Case Studies Ch 5–7)  
with Eddy Roberts

[Wednesday, February 4]  
Project 1 Due  
Demo I Drawing Paths, Drawing Tools

[Monday, February 9]  
Due I Project 2  
Illustrator Demo I  
Painting, Filters, Effects, Efficiency

