

## **ANM 324 Project 1**

For most of you, this first project is an adventure and a significant challenge because you are using a totally new piece of software with drawing tools that don't feel very natural. I appreciate those challenges and try to push you a bit in how you look at these everyday objects. You'll be seeing your skill with Illustrator grow enormously over the course of the first two projects. Keep up the good work!

**Here's my general grading criteria for this project:**

**Note: 5pts deducted for missing group critique 10pts for missing submission deadline. You can view your grade and additional comments regarding late submissions or missing comments in the gradebook.**

95-100-drawing is accurate, demonstrates good control of tools and includes accurate lighting effects (your subject had a high level of difficulty)

90-95-drawing is accurate, shows adequate control of tools lighting and fills considered but not complete or accurate (subject not as challenging)

85-90-drawing is accurate, fills not complete, lighting not adequately considered

80-85-drawing and use of tools lacks control, lighting not adequately considered

70-80-drawing not controlled, lighting not considered

70-below very late work

### **Frazier Group**

**Mark Green-** You've incorporated good detail in your Nokia phone. This demonstrates good control of the drawing tools and a basic understanding of how a complex object is assembled. I like the fact that you made your phone more realistic by placing a gradient across the screen. The button detail along the right side and top looks realistic but lacks some control with the shapes at the bottom of the screen. The gradient on the screen is very dark on the right side of the display..you'll get used to gradient tool which does allow you to easily adjust its range and direction. The phone would have been more realistic and would have a more believable form if you added a cast shadow to ground it on surface. You're developing good skills that you'll use in future projects.

**Johanna Leap** - What strikes me first with your phone is the touch of color and the fact that you've used lighting effects to give the phone depth and a very strong, tactile form. I especially like the detail along the edge of the phone. The buttons and charging port all look very believable. The cast shadow helps us understand that the phone is on a surface but the blur in the shadow and light gray does tend to imply that the phone is floating. A harder edge and slightly darker shadow shape would help clarify that it's flat on a surface. It looks like the bottom of the phone has been "squeezed-in" or distorted for more accurate perspective. In reality, the bottom should look wider than the top with this view. Very nice work!

**Stephanie McVey-** You're really put a lot of detail into your Nokia phone. The top view does make it a bit easier, since you don't have to deal with perspective.

Nevertheless, the detail at the corners is very accurate and shows what appears to be the case surrounding the phone. You've also done a good job with the gradient on the screen, which gives the illusion of a shiny surface. I also appreciate the lighting effects with the cast shadow. Overall, you've done a great job on the phone and have demonstrated good control of the shape tools.

**Jenah Naylor**-I had to do a search to learn more about HOMEDOCK and see how it was used. You've definitely included excellent detail with all the buttons on the controller. The buttons are very precisely drawn and the symbols and names. Illustrator really has the perfect tools to apply this level of detail. I see the cast shadow, which very effectively grounds the controller on a surface and defines the direction of light. I would suggest adding a gradient to the surface of the controller. It would reinforce the lighting source and give the controller a more well defined form. Excellent job!

**Saber Polouel**- Your top view of the i-Phone is very precise and it looks like you have good control of the drawing tools. I especially like the stroke surrounding the phone, which gives the impression of a gold case surrounding the phone. The top view is not as challenging as an off-angle perspective but the drawing has very good detail. I would like to see a hint of shadow (cast shadow) to ground the phone on a surface and it would be a plus to have a touch of gradient on the screen surface to show us the shiny surface. No group critique.

**Nicholas Yorks**-It looks like you really had fun with your x-box controller. This is very challenging, considering that you don't have a lot of experience with the tools. You built-up the image from bottom up with the large outline shape of the controller filled with a gradient. The details were then layered on top. The results look great! My only suggestion is to reduce the gradient in the background..it tends to cover detail because it's quite dark. I lightened the file for the gallery so everyone could appreciate the detail. Good lighting effect too with cast shadow and the gradient on the body. Excellent work!

### **Rosenwald Group**

**Katherine Case**-I've had smart watches on the brain since the Apple announcement. Your Pebble illustration looks great. You've included excellent detail. I especially like your treatment of the latch on the band...the gradient gives it a very realistic metallic look. The lighting direction is reflected in the cast shadow which grounds the watch on the surface. My only suggestion, since you seem to have a good feel for the gradient tool, would be to show the curve of the watch surface. Looks like a hint of a gradient on the cross pieces but the vertical bars should also show some curvature on each end....I know I'm being picky. That's what happens when you do such a great job!

**Bao Her**-You showed extra effort by including top, side and end view of your phone. The perspective view is especially well done. The gradients are very consistent and clearly show the direction of light and the shadow that would be cast. It looks like you have good control of the tools. I also see that you used the 3D rendering feature in Illustrator. I would rather you learn how to draw the shapes at this point in the learning experience. It does look very good.

**Leddy Matthew**-Wow! The detail in your TV controller is amazing. You've very precisely drawn the button shapes and aligned them perfectly. The names, numbers and symbols are flawless. I would recommend a cast shadow but, in this case, adding a gradient or contrasting grayscale color to the outer bezel gives the controller a very realistic form. Outstanding job...you'll have fun with the interior project!

**Calvin Moore**-Your LG controller has good detail and the rounded corner rectangle tool was the perfect choice for the majority of those buttons. I'm assuming the controller was white not the traditional black. From the top view, the cast shadow would be more realistic if it were slightly blurred. The easiest way to do this is to select the rounded corner rectangle that's under the main phone shape, fill with black or gray and then go to effect>blur>Gaussian blur. It's adjustable so you can make it look anyway you like. The same technique could be applied to the shadows on the buttons. At a minimum, you should turn off the stroke on the edge, which detracts from the realism. The pointers around the center control button are uneven...the best way to deal with this is to draw one and then duplicate and rotate as needed. Even if it isn't precise, having them all look the same will usually work.

**John Nguyen**-It looks like I could reach out and touch your iPhone! Although the top view is less challenging than an off-angle perspective, you've challenged yourself with the goal of making it look as realistic as possible...I think you've succeeded. I especially like the gradient on the screen but more impressive is the hint of light at the edge of the screen bezel. This tiny touch makes a huge difference in the illustration. It would be a plus to have a shadow to reinforce that light from the lower left. The Apple logo adds a nice touch....I see that you used an image, did you try drawing it?

**Christina Stayton**-Your Game Boy looks beautiful! You've done an outstanding job of building-up the device. From the Gaussian blur at the base to the grill dots on the speaker, its realism is striking. The lighting effects are complex which illustrate a multifaceted structure. The only thing that's missing is an animation on the screen! Outstanding work! Look forward to seeing your next project.

## **Kroencke Group**

**Ernest Karchmit-Wow**...I like the dramatic perspective of your iPhone! This is much more challenging to draw and much more interesting to view. The basic shapes that make-up the phone look precise. I especially appreciate the detail at the bottom of the phone where the ports and speaker grill looks absolutely perfect. The

perspective on all surfaces is very consistent. You've paid great attention to the details. My only suggestion would be to compliment the lighting effects on the bezel with a gradient on the screen. It would take some trial and error with the gradient tool to get the precise fit but it would add to what is already a very impressive illustration. You'll have fun with the interior project that's coming up!

**Crystal Moore**-Your phone is very striking, it's nice to see you take some artistic license with the illustration with both color and the abstract background. Technically, you've used the rounded corner shapes to build-up the phone body, bezel and screen. The off-angle view is very challenging because it requires adjustments to the shapes to accurately show perspective. The screen reflects the perspective but the background body is not quite consistent. One tool that can help with is the effect>distort & transform>free distort. The bezel surrounding the screen looks deeper than it should due to lighting and perspective. Lighting effects, especially the use of gradients, bring life to the surrounding phone case and screen. Although the abstract shape does not precisely represent a cast shadow, it does add artistic flair, which we might find in a commercial advertisement for a phone like this. Look forward to seeing your creativity applied to the next project.

**Omonivie Okhade**- I like the perspective view and the clean accurate rendering of your phone.. The details, while minimal, fit the perspective. From this point of view the body and screen of the phone would likely be narrowed based on the "vanishing point" for an illustration with this perspective. This can be done by modifying anchor points or using the effect> free distort feature. Your application of light is very good...excellent use of gradients illustrate the light across a shiny surface. The cast shadow is consistent with the dominant light source. One technique to make a cast shadow look more realistic is to apply a Gaussian blur (Effect>Blur>Gaussian Blur).

**Sarah Trattner**-Your illustration of the iPhone demonstrates good skill with the basic drawing tools. You've included some detail with the speaker opening at the top and button at the bottom. The rounded corner rectangle tool is the perfect choice for drawing the shape of the phone and screen. There is some contradiction between the perspective view (we can see the bottom and left sides) and the non-perspective treatment of the screen and body. To be more precise and consistent, the body and screen should taper a bit. The easiest way to do this is by adjusting the anchor points at the top of the rectangle shapes. The on button does illustrate the correct perspective but looks a bit awkward because the surface of the phone is in a top view. The cast shadow is precise and applied consistently to reflect the light direction that's also reflected with the gradient on the screen.

### **Anita Kunz Group**

**Stacie Kehriotis**-Wow...your illustration of the Samsung phone is so precise I can almost reach-out and touch it! I especially like the surface treatment with complex gradients and even a metallic texture fill...not sure if that's how that phone surface

actually looks but it looks great here. The added detail of buttons and the name also enhance realism. The lighting from the left is illustrated with the gradient across the screen. The only aspect of your drawing that's inconsistent is the cast shadow..at least I'm pretty sure that's what you are illustrating. Because it has a sharp edge, I initially saw it as the side and bottom of the phone itself, which would not be consistent with the top view. To make this look more like a cast shadow and differentiate it from the body, just apply a slight blur with the effect>blur>Gaussian blur tool. Overall, you've done an excellent job and demonstrated skill with the drawing tools and colorizing features of Illustrator.

**Thomas Manues-** Your X-Box controller was one of the most challenging subjects for this project. The complex curved shape, variety of buttons and knobs, as well as the challenge of lighting all those features make for a great learning experience. I assume you ran out of time by the due date but what you have drawn is really well rendered. The perspective is very accurate and I especially like the thumb control sticks, which look absolutely realistic. I see that you used the gradient mesh tool, which I assume you had to "read-up" on before using. As you learned it's tricky and time consuming to get the effect you want. When it's accurately applied it can make the most realistic surface and lighting effects...it's almost addictive once you start using this tool. I would love to see your controller finished..but will look forward to your interior project. Give yourself plenty of time to complete that one.

**Luisa Morco-**Your Game Boy has excellent detail with the buttons speaker and screen. It looks like you had fun illustrating the device and used the rounded corner rectangle tool for several of the main body and screen shapes. There is a visual contradiction between the surface of the controller and the perspective you've applied to the outer body. We can see the receding lines of perspective on the body but not on the screen or surround. The best way to fix is to adjust the corner anchor points around the screen area or try the effects>distort>free distort to follow a consistent vanishing point. Your cast shadow helps us understand the direction of light. A slight blur would make it more realistic and the addition of a hint of shadow off the buttons with relief would further add to the realism.

**Kiseung Park-**Your top view of the phone is simple but accurate. You've used the shape tools (rounded corner, rectangle and ellipse) to effectively show the basic parts of the phone. I would like to see more lighting effects, such as a cast shadow or gradient on the screen to give your phone more realism. You'll have a chance to explore these type of effects and build on your drawing skills with the next project .