

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 precise, demonstrates good control of tools and includes very 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 as accurate. (subject not as challenging)

85-90-drawing is accurate, fills not complete or 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

Miguel Almeida-The scale and perspective of your controller is very dramatic and you've used the background gradient to effectively backlight it. It looks like you have very good control of the basic drawing tools. You've done a good job of grouping elements, like the various buttons. This really helps to keep a set of paths together. The part I like best on your illustration is the gradient shape under the speaker grid..this looks very realistic. The perspective on the lower left is not quite consistent with the left side of the controller. I'm not sure how this device looks in reality, but you've created a visual incongruency where it looks like the side becomes the top. Overall, you're gaining good skill with the tools and layers.

Ousmane Cisse-You've done a very good job of drawing the basic iPhone shape and adding the button and bezel detail...looks great! The addition of the lighting effect diagonally across the screen gives us the impression of a very smooth and shiny surface that we would expect with the phone glass. Finally you added the picture of typical iPhone screen...it was layered correctly but you did not embed the image so it's not actually included in the file...we can see it but not as part of the ai file. Next time you add an image file use the embed option to make sure it's permanently attached to the file. It would also be more effective on complimentary if you added a cast shadow to ground the phone on a surface.

Tyrone Freeman-Your iPhone drawing demonstrates good skill with the basic drawing shapes and you've used the gradient on the screen to capture the "look" of the glass surface. I would like to see you add fill colors even if this is supposed to be a white phone. Even white has some shading that would add "form" to your

illustration. I would also recommend adding a cast shadow based on an imaginary light source...this would visually ground the phone on a surface and compliment the lighting effect on the screen.

Catherine Ramsey-Your V-Tech phone looks very realistic. I especially like the non-regular shape buttons surrounding the menu/select element. You've combined shapes or modified rectangles to capture the exact shape of these buttons. I'm also impressed with the highlight added to those buttons and the number buttons on the left to show your light coming in from the right. This lighting direction is reinforced with the cast shadow off to the right. The horizontal shapes behind the number buttons are a little rough...in future you will draw these with the pen tool. It also looks like the overall body shape is a little asymmetrical. One "trick" to make shapes symmetrical is to draw one half of the shape then copy/paste and flip the copy horizontally then join both halves at their endpoints. Overall, you've demonstrated good control of the tools and a good eye for lighting effects.

Jessica Williams-I like the way you presented your gameboy as part of the original illustrations...this gives me an "idea" for future assignments. By the way, your original drawings were outstanding. The illustrator version of the top view is good. It looks like you've used the basic shape tools to draw the various buttons and screen detail. The cross looks a little off center/asymmetrical. The easiest way to align these shapes is by "eyeballing" them but there are a variety of alignment tools that can be used. There is an align palette that lets you select shapes and choose how you want them to align in relation to each other...future lessons on this coming. To complete your drawing I would like to see a cast shadow to ground the controller and add form.

Rosenwald Group

Gabriel Bardales-What an interesting perspective on your phone. This certainly makes the phone and environment more challenging to illustrate. The phone shape itself has good detail...the perspective on the end is excellent but the power button should be a little more "flattened" to match the vanishing point of the top. The corners of the phone could be curved slightly to soften...I know, I'm being picky but you did challenge yourself so I want to be precise in my feedback. I'm impressed with the lighting effects, which appear to be both from the top and back right. Nice work!

Elizabeth Clement-You've gone the extra distance to show three perspectives on your phone. The top and back view have most effectively captured the shape and detail. It looks like you have good control of the shape tools forming the overall body shape but alignment of the bottom button and speaker (top view) look slightly askew. The top right (side view) is not very detailed or accurate. I do appreciate your lighting effects...the gradient on the screen helps us understand the surface texture and the gradient on the power button reinforce the direction of light. I think the gradient on top element is a bit too much. The only thing I would suggest adding

is a shadow to ground but considering the variety of views you included it would be inconsistent to apply a shadow to one and not the others.

Jeffrey Hokenson-I'm not up-to-speed on game controllers but this looks like a version of the X-Box. You've done a great job illustrating both the detail on the device and showing the effect of light. I'm particularly impressed with the curve of the handle, which is illustrated with a Gaussian blurred shape...this is a great technique that you will use on your next project. The buttons and knobs all look realistic and give us the impression of a 3D-object. The grounding shapes/shadows further the sense of form and depth. Excellent work!

Morwenna McKinley-The back of your Samsung phone is a little less challenging due to the lack of detail but you have the added challenge of adding type and perspective. I do like the blue gradient you've applied...this adds interest and shows the effect of light which is consistent with the cast shadow based on a light source at upper right. In this view, the right side of the phone should recede (narrow) a bit more to achieve the precise perspective. Since you used the 3D extrude for your basic shape, the only way to modify the shape is by selecting anchors with the direct selection tool and make adjustments.

Catherine Serou-Your ROKU controller has excellent detail with all the buttons and symbology. This demonstrates good control of the shape and layering tools. The surface of the controller looks a little flat (I'm challenging you)...this could be enhanced with a gradient that would more realistically illustrate the device in normal lighting. I'm pleased to see cast shadows off both the raised move button and the body itself. I know we haven't really touched on this yet but you can add a blur to a shadow to give it more realism (select and go to effect>blur>gaussian blur). This is a good technique to use in the next project.

Ulysses Unzueta-Wow! You've captured amazing detail in your "Ninetnduh" controller. The buttons and box shape are excellent but I'm most impressed with the cord with its smooth curve and highlights that make it look very realistic. The only critique I have is that the cast shadow needs to be larger to align it with the left-bottom corner of the controller. As is the controller is visually floating....moving the shadow left will ground it on the surface. Outstanding work!

Kroencke Group

Evelyn Bigelyaizen-I like the fact that you've chosen to illustrate a different perspective of your phone in the standing/vertical position. The details look very good and show that you have good control of the drawing tools. I especially like the visible left side of the phone with the curved ends and button detail. I also see the gradient on the screen, which does imply that there is ambient lighting. The cast shadow to the front is very strong...in reality, a shadow this strong would likely make the front of the phone less visible. I would suggest a more transparent shadow

or perhaps even have the shadow cast in a different direction to be more consistent with the illumination on the front of the phone.

Elsy Cornejo-Wow! While not the typical view of a phone, the back has great contrast with the blue background and plenty of detail to make it a very realistic illustration. I especially like the charger cord, which is casting a shadow across the surface...that looks great! I also see the cast shadow on the right...looks like this was done in segments with a blurred stroke...that's certainly a way of doing this but it would be easier to draw a new shape layered at the bottom and fill/blur it. Right now the segments imply that the phone is very slightly "lifted" off the surface. Not a big deal but I wanted to point it out. Looks like you have excellent skills with the tools which will be important for our next project.

MartinNichols-Glad you included the name GameCube because I wouldn't have know the system that used this controller. You've included good detail of the buttons and knobs and creatively used the ellipse shape tool to create your handles. One thing to consider in future illustrations is the need for visible strokes. If you don't use black strokes then you would have to fill the outlined shapes with color/tones to separate them from the main device. The advantage is that illustrations are more realistic without outlines. I would also like to see the effect of light on your controller. This could be cast shadows off the elevated buttons and/or a cast shadow of the controller body as if it were resting on a surface. You can create this effect with shapes stacked under the drawn elements, filled with color/black and then made partially transparent or blurred with the effects menu. Illustrator also has an effects>stylize>drop shadow which can be applied to selected elements of your drawings. Give this a try in our next project.

Elena Yanovski-Your top view is a little less challenging than some optional views but you still have done an excellent job of rendering the overall shape of the phone and cover details. It's very precisely drawn and I especially like the added type. Your cast shadow looks realistic too. It would have been a plus to add a gradient or highlight to the screen to show that it's a smooth glass surface. You've demonstrated very good skills with the drawing tools.

Anita Kunz Group

Nicole Cabatu-Wow! Your X-Box controller looks beautiful. The details are excellent and I'm particularly impressed with the symmetrical shape of the handles. The addition of gradients to show curved surfaces as well as highlights is outstanding. I'm also impressed with your use of named layers...everyone will learn the importance of this when we're organizing the interiors of our next project,,you're ahead of the "curve". Looks great!

Melissssa Davalos-I'm not sure but think this is one of the older game boys? You took on one of the most challenging views with the added perspective of a two part clamshell device. The results are amazing...You've got excellent detail and the

addition of color (with highlights) really brings the game to life. The lighting looks very consistent with the cast shadow grounding the controller on a flat surface. That shadow might look more realistic if it were very slightly blurred...but I'm being very picky. Excellent work!

Marissa Patton-Your game controller was a little small and dark so it was a bit difficult to see all the detail. This doesn't preclude the fact that you have lots of detail in your toggles and buttons, which I can highlight in Illustrator. I think it would have been helpful to use a wider grayscale set of swatches for coloring the various parts or maybe trying a grayscale gradient for fills. I do see the cast shadow, which ground the controller but shouldn't it also show a shadow on the right side of the right handle? You do have some excellent shadows on the up/dn lft/right button...looks great!

Denna Tolan-Wow..another amazing illustration of the PlayStation controller...we can almost reach out and touch it! The details you've included are excellent and gradient highlights on buttons and surfaces enhance the realism. The fact that it's standing on its handles is very cool too! You've done outstanding work on this project..now you can focus on apply these skills to the Variations project..looking forward to seeing that next.

Selena Vera-I appreciate the fact that you challenged yourself with a perspective view of your phone. Rather than simply using shape tools you have to modify them into consistent vanishing points. You've done a good job with the large end of the phone in the foreground. I'd like to see the end/edges be more curved like the bottom right (again for consistency) and the icons at the bottom are not quite consistent with the perspective of the phone's surface. The added feature of the cord is fun it could be enhanced with a shadow when it's near the surface or even add a hint of white highlight where it curves and light would reflect off it slightly differently. Lastly, the cast shadow is a little strong and would be more realistic if it were slightly blurred...it would take an extremely intense light to cast such a hard-edged shadow. You'll have a chance to work on these techniques with our next project.