

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

Frasier Group

Billy Bowles-You've done an excellent job on your Xbox Controller! You've used layers to very effectively separate content for easy editing. I'm most impressed with the use of gradients on the controller body and buttons. This gives them dimension and a tactile look. The letters on the buttons look very authentic as does the X logo. My only suggestion would be to modify the gradient on the large + button to make it a little more visible and consistent with the light level on the other buttons. I see a "hint" of a cast shadow...with such strong lighting on the surface, the controller would cast a more well defined shadow. Yes...I'm being picky.

Sarah Greenig-Good job adding the details to your iPhone illustration. I particularly like the edge buttons and the charger cord. Lighting effects are very strong too-giving us the impression of bright source to the top left. This is reinforced with the gradient on the screen...nice work applying that gradient. Because we are seeing the left edge of the phone, the body should be slightly adjusted to account for perspective. Use the direct selection arrow to adjust the shape of layers as you build-up your illustration. There is also an Effect>Distort>Free Distort that can be used to make slight adjustment to add realism..we'll get more into these techniques with the next project. The cast shadow of the phone body is offset a bit too much. As a result, it looks like the phone is hovering slightly above the surface. I did not see a group critique.

Diego Juarez-The view you chose is amazing and adds significant difficulty to the illustration. I'm not familiar with this controller but the detail and perspective gives us great insight into its function. I especially like your use of gradients to define the curved edges of the body and buttons...very well done! I was a little confused by the orientation of the button names vs the

SONY logo. I could flip it but it would then read SONY upside down...didn't make sense to me that you use the controller upside down. I guess I need to research this system a bit more. I do have a couple of suggestions: you've used the visible stroke to define the edge of the controller..better to leave that at no-stroke (especially where it's visible below the blue triangle). I would also like to see a cast shadow of the controller to ground it on a surface.

Lesly Lopez-You've really captured the thin detail of this iPhone 6! The buttons, speaker and charging ports are especially well-done! The perspective looks great...this is tricky but you've done an excellent job of adding realism to the form. The use of a gradient on the screen emphasizes the light source from top left and informs us about the shiny surface texture. Suggest in future work you consider not using a stroke to define shapes...for example, the base of the phone would not actually be a black line. It would probably be better defined with a gradient fill on the edges. A cast shadow would help "ground" the phone and further reinforce the lighting source.

Kelsey Moon-It's always fun to see a different style of controller. I'm not sure what this Phillips controller is linked to but it must be for an audio system. The detail you've drawn is wonderful! The buttons and text are precise and very realistic. I see that you discovered the drop shadow effect which adds consistent relief to the buttons. The gradient on the body gives it form and the shadow around the right and bottom very effectively ground the controller and emphasizes the light source. Excellent work!

Kyle Spencer-Your "joy stick" is fun and offers challenging shapes and an interesting perspective to illustrate. It looks like you're off to a good start drawing the basic forms that build-up the stick. The solid color fills result in a two dimensional look. I would like to see some simple gradients to show the rounded grip and illustrate a light source on the shapes. Another technique to consider is when to use stroke vs no-stroke. It's sometimes easier to start with a stroke to define shapes but where the stroked line isn't realistic, just remove it and use the fill to define the shape. You should try to complete this illustration on your own..it will utilize important skills we'll use in the next project.

Rosenwald Group

Aziza Atebar- Wow! The background/wallpaper image on your phone looks great! I did check out the detail and see that you drew the individual flowers. Hopefully you drew one and duplicated/transformed to fill the background. The effect really is very strong. The detail on the phone body is also very well illustrated. The use of gradients and contrasting tints give amazing realism to the phone body and buttons. The top view is less challenging than a view with perspective but it still is very well done! A cast shadow off the body would be a nice added feature to further establish form and reinforce the light source.

Christine Herrera-Your controller definitely gave you practice at drawing all those buttons and aligning them on the surface. Hopefully you took advantage of copy/paste to draw one style and duplicate it. You've used stroke outlines on those buttons to show perspective...the next step would be to fill the shapes with grayscale tints to better illustrate the form and lighting

effects. I noticed one clever technique you used to give the body the curved form. By layering a filled oval shape over the rectangular body you give it that curve. Since we hadn't worked with the curvature or pen tool this a great technique to illustrate a complex shape. Overall, I would like to see more well defined shadows and even a cast shadow to ground your controller on a surface.

Jennifer Luce-You added lots of interesting detail to your phone illustration. The screen charging icon is particularly engaging with it's colorful treatment. Because the view is from the top, it's not quite as challenging as a perspective view but you have added the cord and screen image for increased difficulty. I would like to see a cast shadow off the phone body and perhaps a hint of a shadow off the charger cord to add depth and form as well as clarifying the dominant light source.

Olena Svidersky-The detail you've added to the phone gives it very strong realism. I especially like the gold color applied as a gradient. This adds an interesting highlight but also tells us where the dominant light it coming from. I would like to see this reinforced with the cast shadow..the easiest way to apply is with the Effect>Drop Shadow on the rectangular body shape. One thing I noticed was that you apparently used a png image of the Samsung logo (which is fine) but it did not transfer with the file. In order to include with the file once you place it, you select imbed (property menu). This will keep it with the vector illustration.

Sarah Worthington-Your Xbox controller has some very strong effects. I like the detail you've included with the buttons..especially the colored buttons with letters. You've incorporated lighting effects most effectively on the thumb + button. The highlight on the round colored buttons is a strong feature too. I would like to see more consistent treatment of the effects. For example, the thumb control at top left has a hint of shadow form but it would better if a gradient was applied to it. I think the white outline is your version of a cast shadow. It's creative but not as realistic as it could be. Curved edges are a little rough...this is expected at this stage of learning illustrator...once you gain confidence with the pen tool you'll be able to draw this type of shape with ease.

Kroencke Group

Saundra Fouhy-Your phone illustration is amazing! One of the most successful in class. You've worked hard to understand the toolset and use it effectively to create a very realistic rendering. I especially like your use of gradients to reveal the surface treatment (shiny) and reinforce the direction of the dominant light source from top left. This source is further illustrated with the slightly blurred cast shadow off the phone body. To top it off, the type and icons are precise. You have lots of layers which are created with each new vector you draw or letter. In future you will find that grouping in logical sets will make it easier to control/lock and edit parts of complex illustrations. Excellent work. Look forward to seeing your next project.

Genevieve Hardin-It's fun to see your classic Nintendo controller. The top view is relatively simple and avoids the more difficult challenges of perspective. You've done a very good job of drawing the components of the controller. The buttons are precise and the center panel shows

a cast shadow to give us the illusion that they are raised. It would be stronger to see a stronger drop shadow effect applied to the red buttons and the + thumb button. I see that you have applied one but it's only offset 1px so it's very hard to see. The cast shadow off the body does give the controller depth and form. In future you will learn how to manage layers so that logical groups are created to make them easier to edit.

Noah Martin-Your basic phone shape is good although with the view you have showing the left side, there should also be some adjustment of the phone body to account for perspective. As we learn more about editing anchor points you'll see that corners can be moved to make them more precise. The round buttons on the side could also be drawn as slight ellipsis to show that they are distorted as we are looking down on them. I do like the added gradient on the screen which implies a shiny surface...that's a great technique to use. The charger cord adds some difficulty to the illustration..I know it's white but it would compliment the phone better if it were filled with a slight grayscale tint and/or had a cast shadow applied to show how it would look if resting on a surface. An added cast shadow off the phone body would also ground it and enhance the three dimensional effect.

Denise Phillips-Good to see a classic Nintendo controller...those were the days! Your view of the device is significantly more challenging due the perspective of both halves. You've managed the perspective very well and it's believable. The corners are tricky and in the lower right there's a sharp edge that's made visible by the tint of the stroke...consider using no-stroke to define the overall shape and just modify the fill to make sure the full surface area is visible (left side is white so it will vanish if stroke is removed. Your buttons look good and the added gradient and drop shadows give them relief and define the light source. The three-button bar at the bottom isn't consistent with the general perspective or surface treatment. I think this is due to the dark stroke which brings it visually forward. Try a gradient fill across all three buttons and bring the stroke width for the outer shape down to .5 or .25 (stroke palette) to soften. The cast shadow on the body is perfect.

Vincent Tiuseco-I really like the view you've chosen for your Playstation controller. I'm also impressed with the smooth curves you've drawn for the handles...that's tricky since we really haven't gotten into the pen and curvature tools. The buttons and shaped elements are also very precise..well done! The downside is that the controller should be filled to give it form and I would also expect some attention to the effect of light on the device. You have obviously gained skill with the drawing tools which will be essential for the next project. The addition of fills, gradients and shadows will be needed to really bring your illustrations to "life".

Melissa West-You've done a great job illustrating the Samsung phone! The addition of the case and graphics along the edge add difficulty that I like to see. Lighting effects are illustrated with the gradient on the screen and the cast shadow...these both reinforce the direction of light from the top left. I would expect to see the button at the bottom also highlighted with a shadow to show that it's concave. The easiest way to do this is with a gradient that's darker on the left side. You've used named layers to effectively group parts of the phone...this as a critical skill as we move into more complex compositions.

Kunz Group

Barbara Blair-I'm impressed with the detail you've included in your old school soccer controller. You definitely did some research to figure out how to use mesh points on the top screen...we'll learn how to use it to apply amazing gradients in a couple weeks. The buttons and text are all very precisely drawn and colorized. The shadow on the body helps ground the controller but it might look a bit better if was slightly blurred. Since your shadow is created with a separate shape, you apply a blur by going to Effect>Blur>Gaussian Blur. It would be a plus to also add some shadow to the buttons to show their relief. Select the shape, such as the arrows, and go Effect>Stylize>Drop Shadow.

Alisia Gomez-I like the technique you've used to add highlights to your buttons in addition to gradients on the yellow ones. The arcs and line segments give us the illusion of a directional light source. You've done an excellent job of illustrating the curved features of the hand controller. I suggest you consider no-stroke for the outline of the main handles...this would make the form a bit more realistic and smoother. The application of gradients helps define the surfaces and reinforces the direction of light on the device. The cast shadow of the controller further shows us consistent lighting and grounds the device as if it were on a flat surface. Lots of good skills put to use here!

Malaia Jackson-I really like your charger cord! OK the illustration of the phone is good but the colored cord really stands out and has excellent detail. The detail on the phone is very good but the perspective is a bit too exaggerated. The screen should be moved further left so that the right edge of the phone rim is more visible. You've used gradients to show the smooth screen surface. Good job applying a Gaussian blur on the bottom layer to reinforce the dominant light and ground the device.

Ivan Little-Your iPhone illustration has some excellent detail...such as the charger cord which looks great. The phone body has good button shapes but there appears to be some alignment issues with home button and screen slightly offset. Illustrator has several built-in alignment features, even a grid (View>Show Grid). There is also a conflict with the perspective, which is primarily a top view, but the top edge of the phone is visible. In this case, it's better to not show that end and just stick to the top view. Good job with the cast shadows which help us see the phone shape, dominant light source and grounding on the surface.

Cameron Mayfield-You definitely win the award for the most unusual controller. As I look at it I'm trying to imagine how it feels when you grip it. I suspect that some edges aren't quite as sharp as the illustration shows. You've done a very good job of rendering this complex subject. The buttons and thumbwheel (my favorite) look very realistic. Gradients applied to some surfaces help us visualize the form. The cast shadow is a little harsh and not as well defined as it could be based on a single dominant light source. One way to deal with this is to soften with a blur or make it more transparent so it doesn't compete with the illustration of the device itself but still supports our understanding of the form.

Adriana Rodriguez-Wow! Your phone looks wonderful. You've captured all the button details very precisely and added gradients and lighting effects to give us a very realistic illustration of the device. Your screen gradient adds energy and somewhat reinforces the light source. The treatment of the number buttons is especially strong although the font size for alphanumeric changes to adapt to space on the buttons...better to keep letters all the same size for consistency. This is such a minor point considering the strength of the illustration and techniques you've used. The cast shadow completes the picture and gives the phone form. Excellent work!

Madeline Villena-Thanks for adding some "brightness" with your colored Nintendo controller. I'm struck by the smooth curves and very symmetrical body of your controller. I know that required some research and practice since we haven't gotten into the tools that make this easier to accomplish. The details on the various buttons are strong. This is especially true for the thumb control on top left which has depth thanks to the use of a gradient. Lighting effects have been primarily set by adding highlight shapes, which is fine. One way to make this even more realistic is to slightly blur with the Effects>Blur>Gaussian Blur. The degree of blur would be based on the surface finish. I'm being picky but you could enhance your illustration with some soft cast shadows off the buttons that have relief and perhaps the body itself to show that it is resting on a surface. Look forward to seeing the next project.