

COURSE: ART 186
INSTRUCTOR: KIRK MILLER
PROJECT: PRODUCT ILLUSTRATION
DUE DATE:

DESCRIPTION: Product Illustration

OBJECTIVES:

1. Apply basic and intermediate features / tools and techniques of Adobe Illustrator for the Macintosh/PC computer platforms

DIRECTIONS:

1. Create a drawing of a table top / hand held object.
2. Use photographic source material as a basis for your drawing.
3. Work with the whole object not just a portion.
4. For the graphic translation of the product into a simplified, stylized representation, try to reduce the basic shapes of the various parts of the object into simple geometric or stylized shapes, using circles, ellipses, arcs, parabolas, rectangles, etc.
5. TRY TO MAKE THE DRAWING AS REALISTIC AS POSSIBLE, BUT REALIZE THAT SOME STYLIZATION IS NECESSARY.

SAVE YOUR PROJECT FREQUENTLY WHILE YOU ARE WORKING

Your grade will be based on concept, overall design and technique

MATERIALS: Illustrator, Scanned images (flat bed, digital camera, etc.), Stock Photography

PRESENTATION: Present work in a finished comprehensive form. Save illustration on data disk (CD). Also, turn in a printed copy.

