

Translation to Digital

This project reinforces the drawing options available with specified Illustrator tools.

By re-thinking the drawing process, you learn how to render an object with the following tools:

- Selection
- Direct Selection tool
- Lasso
- Pen (and its components)

It is important to practice making curves and oval shapes with the pen tool. The main concept behind the Illustrator program is the manner it creates vector-based artwork. Most image manipulation applications like Photoshop utilize bitmaps, small rectangles of related colors to compose an image on the screen. Vector objects on the other hand will have smooth edges and flat color-tones, no matter how large the image projects on the monitor. Based on mathematical formulas, Illustrator drawings are ideal for logos, graphics, and spot illustrations because the graphic artist does not need to worry about resolution issues or loss of quality when the work is resized, colors altered or the vector-based lines need reshaping.

Thinking of the illustration process in basic abstract terms will help ease the transition from hand-drawing on paper to digital drawing on the monitor.

1. With a ruler, measure out the approximate size of your artwork. Create a square on the page. Be sure the Fill option is set on None. The Stroke option should be set on Black.
2. For now, do not worry about differing thickness of the lines that make up the flower's petals and leaves. Concentrate on the individual shapes that make up your ink drawing.

Each shape will generate its own layer.

3. Limit the number of anchor points in the process. Curves should be created with as few points as possible. Try to mimic your drawing as close as possible.
4. Save the finished work on Transfer Space and print off a copy.