

Computer Graphics Design I

Lesson 3 Mastery Assessment (Cell Phone)

1. Create a new Illustrator document
 - a. 2 artboards
 - b. 8.5 x 11 inches
 - c. Bleed = .25 for all sides
2. Save immediately as **cell phone.ai** in your Lesson 3 Assignments folder
3. Use your Internet Browser to locate a picture of a smart phone that you want to use for this assignment
 - a. The smart phone image should include pictures of app buttons on the face of the phone (includes iPhones, Galaxy, Android, etc.)
 - b. Please do not use flip phones for your image
4. Once you find your phone, place the image of your smart phone image on the right artboard in your Illustrator document (go to File > Place to do this). **Make sure you click the Embed button in the Control Panel (otherwise, the image won't show up when I grade)**
5. In the left artboard, you will use basic shapes, colors, pathfinder tools, Shape Builder Tool, Eraser Tool (in creating new shapes), etc. in creating the detail of this phone (the face of the phone only). Include the following:
 - a. Drawing of the outside edge of the phone (include buttons on the sides, camera, speaker, home button)
 - b. Detail on the screen (battery status, other info at the top of the screen)
 - c. At least (8) apps buttons
 - i. If your image has more than 8, than select 8 of your choice (don't just use the easiest ones)
 - ii. Don't like certain apps on your image? Replace them as you want (ex. Snapchat is not on here; but you can add this as one of your apps in place of another one).
 - d. The wallpaper on the screen does not need to be drawn out
 - i. You can use a solid color for this OR
 - ii. Use a picture (jpeg image) as the wallpaper (make sure it's easy to see your app buttons with this background image or you will lose points)
 1. **Again, make sure you click the Embed button in the Control Panel if you use an image here**
 - e. Text that is shown in the phone (time at the top bar, text with the app name, etc.)
6. Your grade here will be based on:
 - a. How well your detail matches that of your image (drawings, colors, etc.)
 - b. How well you line up items (use your ruler guides)
 - c. Your use of a variety of shapes
 - d. Your use of the pathfinder panel or Shape Builder Tool in creating custom shapes
 - e. Effort
 - f. Creativity (the harder the apps you create, the more likely you will get full points here)

