Computer Graphic Design I
Lesson 5 Review: Custom Drawing

1. Find a picture of an illustration or picture you want to trace from the web. The illustration or picture should have about the same amount of straight and curved lines (give or take) as the "Robot" assignment you traced earlier. Items to draw can include (but not limited to) cartoon characters, cars, portraits, etc. Your illustration/picture should have enough detail to give you multiple areas of color to add later.
   a. Some of you are doing a tracing for a Freedom Friday project; you CANNOT use that project for this project as well (no double dipping!)
   b. Before you begin tracing your project, I MUST approve of your illustration/picture you want to use (to make sure it's not too difficult or too easy (**Failure in getting your illustration/picture preapproved will result in a 25% deduction from the project**)

2. Open Illustrator; create a new document with these settings:

   a. 1 Artboard
   b. Either 8.5 inches by 11 inches OR VICE VERSA (this depends on the illustration/picture you picked, use your best judgment on which of the two to use).
   c. Bleed = .25 inches for all four sides
   d. Color Mode = RGB (this can be found in the "Advanced" section)

3. In the Layers Panel, have (2) layers set up:
   a. My Drawing – This will have your actual drawing of paths
   b. Original – This is the layer where your original illustration/picture will go (File > Place)
      i. Change the opacity of the illustration/picture that comfortable for you
      ii. Lock this layer when you are done
         1. **Any portion of your drawing that is in the "Original" layer after the project is turned in will receive a 15% deduction on the final score**

4. In the "My Drawing" layer, begin tracing your illustration/picture
   a. Make sure your paths (both straight and curve) match that of your illustration/picture
   b. If the path is way off, go back and redraw it (or adjust with Direct Selection)
   c. Points will be deducted for unintended gaps in your drawing (address now or address later with Gap Detection)

5. Similar to the "Robot" Assignment, add something to your tracing to customize it and make it your own (this must be drawn with paths; no bitmap images will be accepted).

6. When you are done with the entire tracing, turn your drawing into a Live Paint Object
   a. Remember: Text and JPEG images cannot be a part of your Live Paint (you'll get an error message that you cannot convert)
   b. Color your drawing (changing both fill and stroke colors as you like).

7. Resave all your changes; then save as a JPEG for your Artist Statement (File > Export > Export As)
   a. Directions for the Artist Statement are on the Lesson 5 Page of my website.

Good luck and have fun!