

GRFX-2303 PROJECT 2 WORKSHOP 3

WORKSHOP 3

- App Icon Sketches DUE
- Schedule & Rubric Review
- Illustrator Review / Help
- App Icon Sketches Review
- Work Time
- What is Due Thursday

CRIT | PICK | PLAN

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DUE > WHAT - WHEN - WHERE

SKETCHES

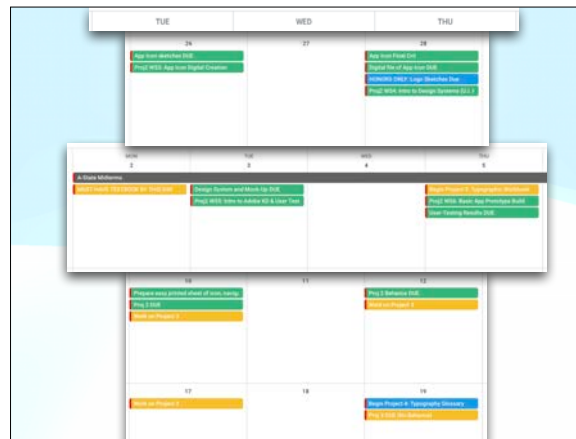
At least 1 sheet (16 sketches), completely finished. Color not required, though student may experiment. These do not need to be final-level sketches, but student should attempt to make these as neat as they can.
If student would like to do sheet on their tablet with something like Procreate, see Prof. Nikki. If this happens, student is not allowed to use any fonts in the application. All things must be drawn by hand.

DUE when class begins on Thursday, September 21 Tuesday, September 26.

Reminder: To not completely finish the sheet when it is due at 11:00am (even if you do all but one square) means your project grade cannot exceed a B+ and you cannot do a Second Try.

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PROJECT 2
ui/ux:
logotype
icon design
+
intro to
app prototype

- [OBJECTIVES](#)
- [RUBRIC](#)
- [WORKSHOP 1 UI/UX INTRO](#)
- [WORKSHOP 2 LOGOTYPE APP ICON DESIGN](#)
- [WORKSHOP 3 APP ICON DIGITAL CREATION](#)
- [WORKSHOP 4 DESIGN SYSTEM \(U.I. KIT\)](#)
- [WORKSHOP 5 INTRO TO ADOBE XD - USER TESTING](#)
- [WORKSHOP 6 BASIC APP PROTOTYPE BUILD](#)
- [REHANCE](#)
- [CALENDAR](#)

WORKSHOP 3 APP-ICON DIGITAL CREATION

rubric

RUBRIC:

- Directions were followed accurately with absolutely no errors.
- **REMEMBER: ALWAYS USE THE PROCREAT TABLET FOR DRAWING YOUR SKETCHES AND PLAN YOUR TIME.** If you need help, ask Prof. Nikki as soon as possible so you do not suffer the consequences.
- Ambition - How much did you challenge yourself? Did you plan your time well?
- Attendance and full participation in all workshops and critiques.
- Participation in all workshops. Not just attendance, but full participation.
- Evidence of mind-mapping and other required ideation exercises.
- App icon ideation sketches completed correctly and on time.
- App icon ideation shows comprehension of visual weight with awareness of shape and space.
- In other words, the icons show comprehension of graphic structure that read well at a small size.
- App icon uses only letterforms as basic shapes.
- All other elements must be approved by Prof. Nikki.
- Adobe Illustrator used correctly to create digital clean vector files for icons.
- A Google font used throughout.
- Comprehension that logotype used for app design is (usually) not the same as logotype(s) used elsewhere in a design. Logotype = a logo.
- Typography/font and color choices applied correctly on all files to form a consistent design system by adjusting each layer correctly in every PSD mock-up file.
- Adobe XD used correctly.
- User testing completed and documented as asked.
- Second app page responds to user testing results.
- Second app page follows design system.
- Prototypes work when turned in (from Workshops 5 and 6).

• Doing today.
• Work will be due on Thursday (next class).

WORKSHOP 4 DESIGN SYSTEM (U.I. KIT)

rubric

RUBRIC:

- Directions were followed accurately with absolutely no errors.
- **REMEMBER: ALWAYS USE THE PROCREAT TABLET FOR DRAWING YOUR SKETCHES AND PLAN YOUR TIME.** If you need help, ask Prof. Nikki as soon as possible so you do not suffer the consequences.
- Ambition - How much did you challenge yourself? Did you plan your time well?
- Attendance and full participation in all workshops and critiques.
- Participation in all workshops. Not just attendance, but full participation.
- Evidence of mind-mapping and other required ideation exercises.
- App icon ideation sketches completed correctly and on time.
- App icon ideation shows comprehension of visual weight with awareness of shape and space.
- In other words, the icons show comprehension of graphic structure that read well at a small size.
- App icon uses only letterforms as basic shapes.
- All other elements must be approved by Prof. Nikki.
- Adobe Illustrator used correctly to create/deliver clean vector files for icons.
- A Google font used throughout.
- Comprehension that logotype used for app design is (usually) not the same as typeface(s) used elsewhere in a design. Logotype = a logo.
- Typography/font and color choices applied correctly on all files to form a consistent design system by adjusting each layer correctly in every PSD mock-up file.
- Adobe XD used correctly.
- User testing completed and documented as asked.
- Second app page responds to user testing results.
- Second app page follows design system.
- Prototypes work when turned in (from Workshops 5 and 6).

• Scheduled for Thursday (next class).
• Work will be due next Tuesday

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ILLUSTRATOR REVIEW / HELP

- Adobe Illustrator used correctly to create/adjust clean vector files for icons.

workshop 3
APP ICON DIGITAL CREATION

APP ICON CREATION
After critiques, one icon will be chosen. In this workshop, students will be guided through creation of icons using Adobe Illustrator. Procreate/Fresco are not allowed for this part of the project. Use the file Proj_IconBuild.ai. Rename YOUR LAST NAME_Proj_IconBuild.ai. **SAVE EARLY, SAVE OFTEN.**

BASIC REMINDERS INCLUDE THE FOLLOWING:

- How to use the pen tool. How to adjust bézier curves and other anchor points.
- How to adjust Fill and Stroke. How to use Swatches.
- How to use Layers.
- How to use the Pathfinder Tool.
- How to use the Clipping Mask.
- How to make type into vector artwork.
- How to do an Image Trace....and why to avoid it.
- Exploration into 3D tools and other filters, keeping in mind you must keep work vector. (How to tell when something is vector or raster.)

DUE > WHAT - WHEN - WHERE

DUE by 11:00am on Thursday September 28th
TUESDAY
• **SKETCHES**
• **APP ICON**
• **ICON BUILD**

This is not exactly like Project 1's Letterforms. You don't even need to start with actual type, though most of you will. Really think about shapes and space!!!



ILLUSTRATOR REVIEW / HELP

- Adobe Illustrator used correctly to create/adjust clean vector files for icons.

workshop 3
APP ICON DIGITAL CREATION

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• **SKETCHES**
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• **ICON BUILD**

FILES FROM PROF NIKKI.zip

- Icon_SketchSheets.pdf
- Proj2_2303_F23.xd
- Proj2_GroceryMockUp.ai
- Proj2_IconBuild.ai
- Proj2_UI Design Kit Template.ai
- Strawberries.jpg

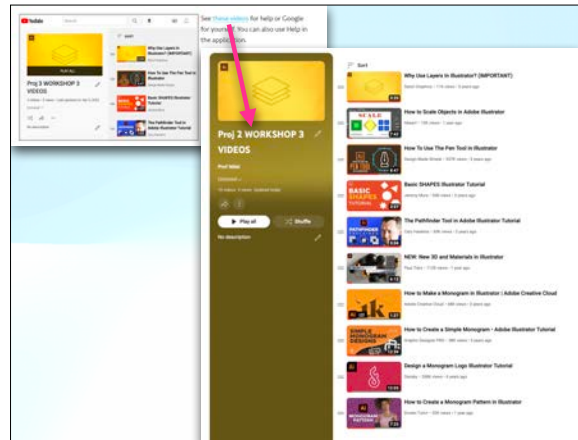
This semester has this project as Project 3, but I did not catch this in the project sheet. I would prefer you name your file **YOUR LAST NAME_Proj3_IconBuild**, but I will not reduce your grade if you do not.

ILLUSTRATOR REVIEW / HELP

- Adobe Illustrator used correctly to create/adjust clean vector files for icons.

Basic reminders include the following:

- How to use the pen tool. How to adjust bézier curves and other anchor points.
- How to adjust Fill and Stroke. How to use Swatches.
- How to use Layers.
- How to use the Pathfinder Tool.
- How to use the Clipping Mask.
- How to make type into vector artwork.
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APP ICON CRIT | PICK | PLAN

- Everyone take clean, clear photos of your sketch sheet(s).
- Upload TO THE THREAD on #grfx2303_proj2.
- Each student post only once with as many pictures as you have!

Keep things simple and think in shapes instead of lines. Do not be afraid of color but always use a strong system. Good news, though colors may be used.

#grfx2303_proj2

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When finished, do the following:

- File: Save the .AI file again.
- File: Export: Export As... a PNG (png) with a High Resolution and Transparent Background.
- Name the file YOUR LAST NAME_Proj2_Icon.PNG

Prof. Nikki will make post (with thread) on Slack now.

This was too confusing to have on Slack earlier when sketches were due.

DUE > WHAT • WHEN • WHERE

- **DUE** by 10:00am on Tuesday, September 26th **Thursday, September 28th**
- **SLACK**
On Slack #grfx2021_proj2, upload the PNG file in the thread requesting it.
- **GOOGLE**
In the Project 2 folder for this class, upload both the AI and PNG files.
Make sure they are both correctly named.

The slide also features a diagram of a mobile app interface with a grid of icons and a 'CREATE APP' button.