

GRFX-2303 PROJECT 2 WORKSHOP 3

PROJECT 2 PRELIMINARY

ui/ux: logotype icon

intro to app prototyping

OBJECTIVES

SUBBIC

WORKSHOP 1 UI/UX INTRO

WORKSHOP 2 IDEATION, ICON DESIGN + APP

WORKSHOP 3 APP ICON DIGITAL CREATION

WORKSHOP 4 WIREFRAMES + ASSETS

WORKSHOP 5 FIGMA APP PROTOTYPE BUILD

WORKSHOP 6 USER TESTING + FINAL STEPS

BENEFIT

SCHEDULE

- PROJECT 2
- PROJECT 2 - WORKSHOP 1 ++ MindMap
- PROJECT 2 - WORKSHOP 1 ++ Crazy 8's
- PROJECT 2 - WORKSHOP 1 ++ Preliminary Navigation Map + Wireframes
- PROJECT 2 - WORKSHOP 2 ++ Sketches RD 1
- PROJECT 2 - WORKSHOP 2 ++ Logotype Sticker
- PROJECT 2 - WORKSHOP 2 ++ Sketches RD 2
- PROJECT 2 - WORKSHOP 3 ++ Digital App Icon Final Vector Work
- PROJECT 2 - WORKSHOP 3 ++ Digital App Icon
- PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets Final Vector Work
- PROJECT 2 - WORKSHOP 4 ++ Wireframes + Assets
- PROJECT 2 - WORKSHOP 5 ++ Figma Digital App Prototype Final Work

PROJECT 2 | WORKSHOP 3

- Workshop 3
- Sketches **DUE**

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

- Discuss >> Pick 1*
- Start creating final vector work

- What is DUE by Thursday

Preliminary Navigation Map & Wireframes
I will discuss with each of you this time while you work. :)

PROJECT 2 | WORKSHOP 3

- Workshop 3
- Sketches **DUE**

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

- Discuss >> Pick 1*
- Start creating final vector work

- What is DUE by Thursday

Preliminary Navigation Map & Wireframes
I will discuss with each of you this time while you work. :)

WORKSHOP 2

SKETCHES + MORE!

- There will be rounds of sketches.
- The first calls for loose sketches in a workshop that pushes students to work with logotype.
- Then student will be provided this sheet
- Student may complete sketches on paper or using a tablet.
- All elements must be hand-rendered, though tracing is ok.

DUE > WHAT • WHEN • WHERE

DUE when class begins on Tuesday, September 24.

- At least 1 sheet (8 sketches), completely finished. Color is required. Student may experiment by rendering the same ideas in multiple color variations. These should be final-level sketches. Student should attempt to make these as neat as they can.
- Take good photo(s) with your phone and upload to Discussion on Canvas.

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

PROJECT 2 | WORKSHOP 3

- Workshop 3
- Sketches **DUE**

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

- Discuss >> Pick 1*
- Start creating final vector work

- What is DUE by Thursday

Preliminary Navigation Map & Wireframes
I will discuss with each of you this time while you work. :)

PROJECT 2 | WORKSHOP 3

- Workshop 3
- Sketches **DUE**

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

- Discuss >> Pick 1*
- Start creating final vector work

- What is DUE by Thursday

Preliminary Navigation Map & Wireframes
I will discuss with each of you this time while you work. :)

workshop 3 APP ICON DIGITAL CREATION

APP ICON CREATION

After critiquing, one icon will be chosen. In this workshop, students will be guided through creation of icons using Adobe Illustrator. Processes/Procs are not allowed for this part of the project unless discussed and approved by Prof. NASS.

It is suggested students take a try a full logo build if that helps inform the app icon, however, only the icon is due at this point.

Use the file Proj2-F24, IconBuild.AI. Rename YOUR LAST NAME, Proj2-F24_IconBuild.AI.

SAVE EARLY, SAVE OFTEN.

Basic reminders include the following:

- How to use the pen tool. How to adjust bezier 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.
- Explanation into ID tools and other filters, keeping in mind you must keep work vector. (How to tell when something is vector or raster.)

PROJECT 2 -WORKSHOP 3 >> Digital App Icon Final Vector Work

Due: The Sep 24, 2024 2:00pm

Attempt 1 | In Progress | NEXT LSP: Submit Assignment | Add Comment

Unfilled Attempts Allowed

Details

Download the attached compressed ZIP AI file. If it doesn't automatically "unZIP" double-click it and it will file. Open in Illustrator and file. Save As YOUR LAST NAME, Proj2-F24_IconBuild.AI as explained in the project sheet.

[Proj2_IconBuild.AI.zip](#)

APP ICON CREATION

After critiquing, one icon will be chosen. In this workshop, students will be guided through creation of icons using Adobe Illustrator. Processes/Procs are not allowed for this part of the project unless discussed and approved by Prof. NASS.

It is suggested students take a try a full logo build if that helps inform the app icon, however, only the icon is due at this point.

Use the file Proj2-F24, IconBuild.AI. Rename YOUR LAST NAME, Proj2-F24_IconBuild.AI.

SAVE EARLY, SAVE OFTEN.

Submit Assignment | Next >

PROJECT 2 | WORKSHOP 3

• Workshop 3

- Sketches **DUE**

Reminder: To not completely finish the sheet when it is due at 2:00pm (even if you do all but one square!) means your project grade cannot exceed a B+ and you cannot do a Second Try.

- Discuss >> Pick 1*

- Start creating final vector work

→ What is DUE by Thursday

• Preliminary Navigation Map & Wireframes

I will discuss with each of you this time while you work. :)

When work is complete, upload the correctly named file here by the deadline.

DUE > WHAT • WHEN • WHERE
Be sure all files are named correctly. To not do so will reduce your project grade.

RUBRIC:
• Directions were followed accurately with absolutely no errors.

DUE by 2:05pm on Thursday, September 26:
• **YOUR LAST NAME_Proj2-F24_IconBuild.AI**
due in Canvas Assignment module asking for this.
YOUR LAST NAME_Proj2-F24_IconBuild.PNG
due in Canvas Discussion module asking for this.

Choose a submission type

Upload More

CANVAS "ASSIGNMENT"

- PROJECT 2
- PROJECT 2 - WORKSHOP 1 >> Mindmap
- PROJECT 2 - WORKSHOP 1 >> Crazy It's
- PROJECT 2 - WORKSHOP 1 >> Preliminary Navigation
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 1
- PROJECT 2 - WORKSHOP 2 >> Logotype Sticker
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 2
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon Final Ver
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon
- PROJECT 2 - WORKSHOP 4 >> Wireframes • Assets Final
- PROJECT 2 - WORKSHOP 4 >> Wireframes • Assets
- PROJECT 2 - WORKSHOP 5 >> Figma Digital App Protot

PROJECT 2 - WORKSHOP 3 >> Digital App Icon

Reply to this Discussion by UPLOADING THE PNG FILE in your post. DO NOT ATTACH.
Your image should be visible in the discussion.

DUE > WHAT • WHEN • WHERE
Be sure all files are named correctly. To not do so will reduce your project grade.

RUBRIC:
• Directions were followed accurately with absolutely no errors.

DUE by 2:05pm on Thursday, September 26:
• **YOUR LAST NAME_Proj2-F24_IconBuild.AI**
due in Canvas Assignment module asking for this.
YOUR LAST NAME_Proj2-F24_IconBuild.PNG
due in Canvas Discussion module asking for this.

CANVAS "DISCUSSION"

- PROJECT 2
- PROJECT 2 - WORKSHOP 1 >> Mindmap
- PROJECT 2 - WORKSHOP 1 >> Crazy It's
- PROJECT 2 - WORKSHOP 1 >> Preliminary Navigation
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 1
- PROJECT 2 - WORKSHOP 2 >> Logotype Sticker
- PROJECT 2 - WORKSHOP 2 >> Sketches RD 2
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon Final Ver
- PROJECT 2 - WORKSHOP 3 >> Digital App Icon
- PROJECT 2 - WORKSHOP 4 >> Wireframes • Assets Final
- PROJECT 2 - WORKSHOP 4 >> Wireframes • Assets
- PROJECT 2 - WORKSHOP 5 >> Figma Digital App Protot