ILLUSTRATOR- ABSTRACT DESIGN
Principles and Elements of Design

Goals:
- Demonstrate **skill with the tools** and effects listed below
- Create a powerful and **dynamic image** following the **elements and principles** of design.
- Provide a **written description** of the tools and how you applies the Es & Ps of design.

Before beginning this assignment, experiment with the following tools:
- Blend (object menu)
- Extrude and Bevel (effects menu)
- Symbol Spray Tool (and related tools inside the window)
- Create your own Brush (set as New Art Brush in the Brush Pallet)
- Functions from Distort and Transform
- Functions from Warp
- Functions from Pathfinder
- Functions from Stylize
- Variety of brush styles

Exercise:
Create a **9 square grid** and place the result of **9 different effects** within each box. Limit your colours to 2 or 3 maximum.

Assignment:
Create and original design using the listed tools and effects found within Adobe Illustrator.
- 1 **Blend** (object menu)
- 1 **Extrude and Bevel** (effects menu)
- 1 **Symbol Spray Tool** (other tools inside the window)
- **Create your own Brush** (New Art Brush)
- 2 functions from **Distort and Transform** (effects menu)
- 2 functions from **Warp** (effects menu)
- 2 functions from **Pathfinder** (effects menu)
- 2 functions from **Stylize** (effects menu)
- Variety of **Brush Styles** (effects menu)

Checklist:
The final **design:**
- The design must be abstract (not representative of anything realistic)
- This design **uses a colour scheme** (monochromatic, complimentary, analogous, primary, secondary)
- A **focal point** (area of emphasis) has been used
- Show an understanding of the **rule of thirds**
- **Creative** and dynamic use of the **Elements and Principles** of design

Complete a **write up explaining:**
- Where each tool is used
- Important **information about the effects** and tools you worked with.
- Describe **2 principles and/or elements** that stand out the most
- You may use **point form or full sentences**