

GRAPHICDESIGNONE

projectthree

DUE: 02/01

HANDPARTONE

You must have at least one hand to participate in this project. If you do not, please talk to me about it and I can determine an alternate route for you to take with this project.

Make a 100% color scan of the palm of your hand at 300 dpi. You want to use the palm of your hand as opposed to the back of your hand because it contains much more detail, lines, etc. Rotate your scan so that the image is wrist down and scale it to be approximately 9 inches tall. Save it as a TIF. In Illustrator, open a new document. Place the scanned image into the document. (Make sure the image is embedded).

Open your Layers palette and make a new layer (Layer 2) for the outline of the leaf. Lock Layer 1 which should be the layer that contains your scan. Using the Pen Tool, draw the outline in black. Try to match its form as closely as possible (every detail counts!). You should probably draw the outline with no fill at first, to make it easier to see the layer beneath.

Once you have drawn your whole hand, you can fill it with black and set the stroke to none: When complete, make a new layer (Layer 3) for the interior lines of your hands. Hide Layer 2. Using the Pen Tool, draw the lines. When done, make the lines white. Some lines may be thin enough to be just left as thin lines, while others may need to be thicker lines, and yet others may need to be filled in as solid shapes.

Now, turn the visibility back on for Layer 2 to reveal the outline of your hand. Turn off invisibility for Layer 1 (your TIF) and print the file. Look at your drawing closely paying attention to the line quality. It should look organic and smooth, not mechanical.

SPECIFIEDREQUIREMENTS

- Make a realistic drawing of your hand with black for your hand's shape and white for the lines.
- Make sure your drawing is on a letter size document with your name typeset in the upper-right corner.
- Print the drawing using a laser printer and bring (along with the electronic file) to class on Monday, to discuss and to prepare for Part Two of this project.
- No mounting necessary

EVALUATIONCRITERIA&REFLECTIONS

Since this is the first part of a larger project, evaluation criteria will come later, as will your reflection questions.

HINT

Aim for a realistic, naturally looking drawing. Be as detailed as possible. This will help you in the next two phases of this project.