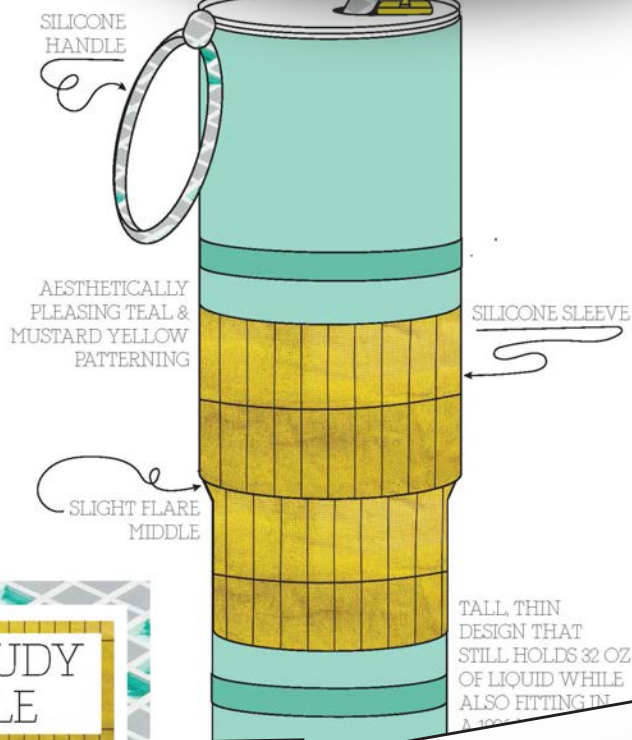
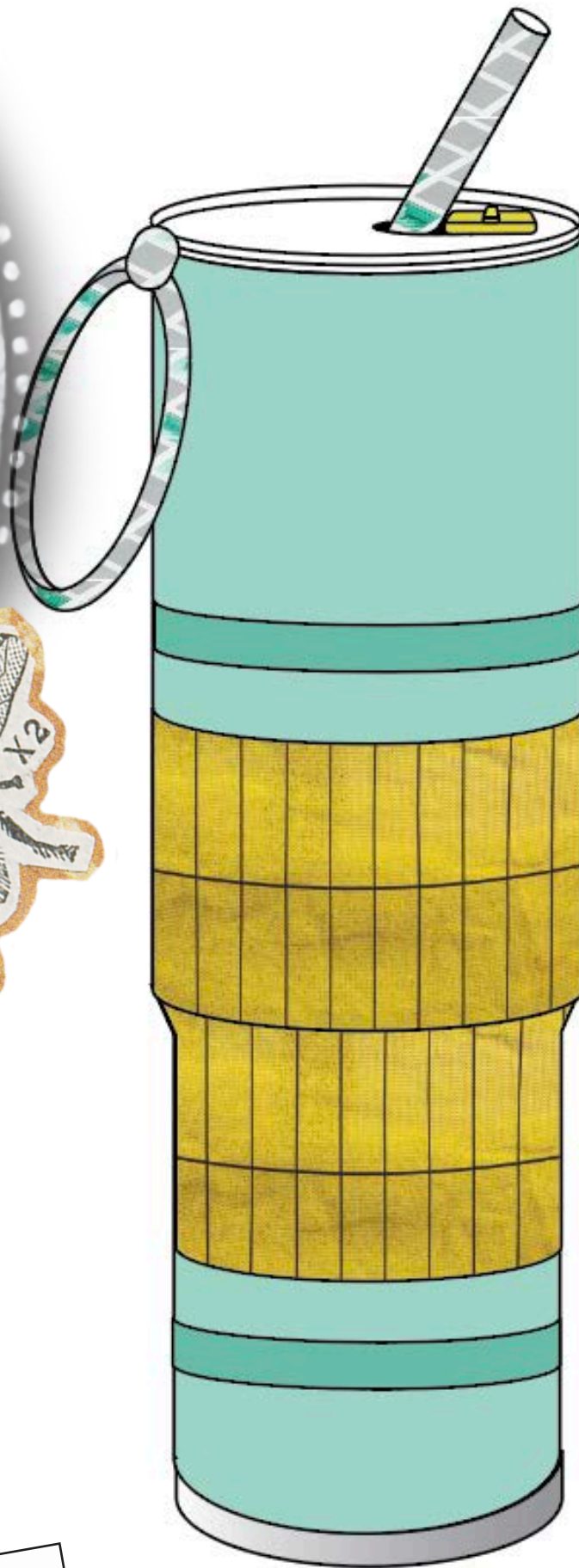


INTRO TO DESIGN

INDUSTRIAL DESIGN WATER BOTTLE CHALLENGE



TALL THIN DESIGN THAT STILL HOLDS 32 OZ OF LIQUID WHILE ALSO FITTING IN A 100% RECYCLED BOTTLE

INDUSTRIAL DESIGN
WATER BOTTLE DESIGN

- ESSENTIAL QUESTIONS**
- What is industrial design?
 - Why are industrial designers important?
 - How can industrial design improve our lives?
- OBJECTIVES**
- Learn about industrial design.
 - Look at examples of water bottle designs.
 - Discuss examples of water bottle designs.
 - Complete handouts to help inspire their project.
 - Learn Adobe Illustrator basics (if they have not completed this before).
 - Use Adobe Illustrator to create their design.
 - Use Adobe Illustrator to add to their design board.
 - Write an artist statement explaining the intent behind their design.
 - Participate in a critique of their finished design.
- STANDARDS:** <http://www.nationalartstandards.org/>
Middle School:
MEDIA ART:
• 6th grade: Media Art-Creating: M.A.C.V.L.L.6
• Formulate variations of goals and solutions for media artworks by practicing chosen creative processes, such as sketching, improvising and

ADOBE ILLUSTRATOR
PROGRAM BASICS

DOCUMENT SET UP

STEP ONE: Open Illustrator NEW from the Start-up window.
-Select CROP.
-Choose INCHES from the drop-down menu to more easily set a standard size.
-Set your size in the WIDTH and HEIGHT boxes. Start with 8.5" x 11" a standard size sheet of paper.
-Select CREATE.

ADDING ELEMENTS

Use the tools, color shapes, decorative lines, text, and more to your document.

WATER BOTTLE
HOW-TO

STEP ONE: Create a new document in Adobe Illustrator. Set the width and height to 8.5" x 11".

STEP TWO: Use the Rectangle Tool to create a rectangle that is 8.5" wide and 11" high. Fill it with a light gray color.

STEP THREE: Use the Type Tool to add text to the design. Use the Paragraph panel to format the text.

STEP FOUR: Use the Fill and Stroke panels to change the colors of the design.

STEP FIVE: Use the Layer panel to organize the design elements.

STEP SIX: Use the Preview panel to see how the design will look when printed.

DESIGN BOARD
LAYOUT TIPS

The placement of a design board or presentation is as important as the design itself. Use the following tips to create a successful layout.

CONSIDERATIONS: Use the design board to showcase your work. It should be the largest element in the room. Use a neutral background to make the design stand out. Use a clean, minimalist design to avoid clutter. Use a consistent color palette to create a cohesive look. Use a clear hierarchy to guide the viewer's eye. Use a mix of text and images to create a balanced design. Use a clear call to action to encourage the viewer to take the next step.

BULL'S EYE RULE: Place the most important element in the center of the design board. Use a clear hierarchy to guide the viewer's eye. Use a mix of text and images to create a balanced design. Use a clear call to action to encourage the viewer to take the next step.

STICKER CRITIQUE
INSTRUCTIONS

Place one sticker at every work of art. The sticker should be placed based on the corresponding color and response you have to the design.

- Interesting use of color
- Interesting use of pattern

ILLUSTRATOR, INDESIGN HOW TO INCLUDED

LESSON PLAN

INDUSTRIAL DESIGN WATER BOTTLE DESIGN

BIG IDEA:

- What is industrial design?

ESSENTIAL QUESTIONS:

- What is industrial design?
- Why are the beginning stage of design so important?
- How can you design a water bottle to fit all your needs?

OBJECTIVES: Students will...

- Learn about industrial design.

Look at examples of water bottle design.

Discuss examples of water bottle design.

Complete handouts to help inspire design.

Learn Adobe Illustrator basics (if needed).

Use Adobe Illustrator to create the design.

Use Adobe Illustrator to add to the design.

- Design board layout tips
- Project checklist
- Critique reflection
- Critique sticker instructions
- Rubric

EXTRAS:

- For the sticker critique get this sticker set: https://www.amazon.com/1-inch-Coding-Labels-Circle-Stickers/dp/B07R12B3NX/ref=sr_1_10?dchild=1&keywords=color+circle+stickers&qid=1611430311&sr=8-10

RESOURCES:

- [https://en.wikipedia.org/wiki/Industrial_design#:~:text=Industrial%20design%20\(ID\)%20is%20the%20of%20both%20user%20and%20manufacturer.](https://en.wikipedia.org/wiki/Industrial_design#:~:text=Industrial%20design%20(ID)%20is%20the%20of%20both%20user%20and%20manufacturer.)
- https://www.youtube.com/watch?v=eRHBdElrh_g
- <https://vosswater.com/about/>
- <https://www.evian.com/en-us/natural-spring-water/limited-edition-bottles/#:~:text=Throughout%20the%20years%2C%20we've%20look%20at%20our%20past%20collaborations.>
- <https://www.youtube.com/watch?v=ejuZF4H21c>
- <https://www.youtube.com/watch?v=OKtr1BmHaeM>
- <https://www.cnn.com/2019/10/01/how-swell-turned-water-bottles-into-lion-accessory.html>
- https://www.amazon.com/1-inch-Coding-Labels-Circle-Stickers/dp/B07R12B3NX/ref=sr_1_10?dchild=1&keywords=color+circle+stickers&qid=1611430311&sr=8-10

RY:

Elements of design: The building blocks of a design. Includes line, shape, space, texture, typography, and color.

- Go through an overview of the steps they will take to construct the design. They will have a handout that has even more specifics on this, so they don't need to write everything down now.
- Go through information about the final design and design board.
- Remind them of the assignment details.
- Go through grading expectations and take questions.
- Students can work on completing the research sheet, brainstorm sheet, Illustrator Basics (if needed), and then they can get started on their design.
- Pass (or digitally share) the water bottle how to instructions.
- Float and help as needed.

DAY 5-8: Studio Time

- Allow students to get started as soon as they arrive.
- Students should be working on their water bottle designs, creating swatches, etc.
- Once they finalize their bottle design they should start thinking through their design board layout.
 - Pass out the design board tips handout for them to reference.
- Float and help as needed.

DAY 9: Studio Time and Project Wrap

- When students arrive remind them that their projects will be due tomorrow.
- They will participate in a class critique and will only have time at the start of class to put the finishing touches on their project.
- Float and help as needed.

DAY 10: Critique and Submission

- Allow students to work the first part of class to finalize their designs.
- Once they are finished either have them print their final design on photo paper or cardstock or pull up their design on their computer for the critique.
- Pass out the critique reflection sheet. Have students fill out the sheet as they look at every work of art.
- Pass out the critique and circle sticker information sheet to each student.

a. Design, propose, and evaluate artistic ideas, plans, prototypes, and production processes for media arts productions, considering expressive intent and resources.

7th grade: Media Art/Producing: MA:Pr6.1.7

a. Evaluate various presentation formats in order to fulfill various artworks and defined processes in the presentation and/or production.

b. Evaluate the results of and improvements for various media artworks, considering impacts on personal growth and development.

8th grade: Media Art/Responding: MA:Re7.1.8

a. Compare, contrast, and analyze the qualities of various media artworks, considering impacts on personal growth and development.

b. Compare, contrast, and analyze how various media artworks manage audience experience and perception.

8th grade: Media Art/Creating: MA:Cr2.1.1.8

a. Structure and critique ideas, plans, prototypes, and production processes for media arts productions, considering impacts on personal growth and development.

8th grade: Media Art/Producing: MA:Pr6.1.8

a. Design the presentation and distribution of media artworks in multiple formats and/or contexts.

b. Evaluate the results of and implement improvements in media artworks, considering impacts on personal growth and development.

ART:

- Visual Arts/Creating, 6th, VA:Cr2.1.6, Demonstrate openness to new ideas, materials, methods, and approaches in making art.
- Visual Arts/Creating, 6th, VA:Cr2.1.7, Create art that communicates ideas and feelings.
- Visual Arts/Creating, 6th, VA:Cr2.1.8, Create art that is aesthetically pleasing.

- Pattern: regular arrangement of repeated same elements i.e. line, shape, colors over and over again.
- Industrial design: a process of design applied to products that are to be manufactured through techniques of mass production.

IMPLEMENTATION: For a 50 minute class, times may vary.

DAY 1: Project Introduction:

- Have students get out sketchbooks, notebooks or similar to take notes as you introduce the project. Encourage them to participate in a class discussion.
 - Discuss what an industrial designer is.
 - Pull up the quick video explanation.
 - Pull up the more in depth history of industrial design. Point out objects in the room that were likely designed by an industrial designer.
 - Discuss water bottle design. Look at Voss water bottle. See if anyone is familiar with Voss water.
 - Look at the Evian/designer bottle collaborations.
 - Point out that although the glass versions of these bottles are reusable, they still also use plastic bottles.
 - Discuss reusable water bottles and look at the video on the story.
 - Go over assignment details.
 - Point out the focus of the project: form, color, texture, pattern.
 - Go through grading expectations and take questions.
- Pass out the (or digitally share) the water bottle research sheet.
- Allow students to get started on the worksheet.
- Have students clean up the last five minutes of class.

DAY 2: Project research and brainstorm

- Once students arrive, have them get out a sketchbook or similar notes.
- Pull up the Day 2 presentation and engage students in a discussion.
 - move through the slides:
 - Remind students of the role of an industrial designer.
 - Explain the beginning stages of design, look at the brief an industrial design company works.
 - Discuss the importance of research to get inspired and already out there.
 - Look at the video on using inspiration boards and design process.

- Analyze the qualities of and relationships between the components, style, and preferences communicated by media artworks and artists.
- Analyze how a variety of media artworks manage audience experience and create intention through multimodal perception.
- Proficient: Media Art, Creating: A:Cr2.1.1.HSI
 - a. aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentation context.
- Proficient: Media Art, Producing: MA:Pr6.1.HSI
 - a. Design the presentation and distribution of collections of media artworks, considering combinations of artworks, formats, and audiences.
 - b. Evaluate and implement improvements in presenting media artworks considering personal and local impacts, such as the benefits for self and others.
- Proficient: Media Art, Responding: MA:Cr11.1.HSI
 - Demonstrate and explain how media artworks and ideas relate to their context.

- Go through expectations for the day and answer any questions.
- Pass out the water bottle brainstorm sheet.
- If students are still working on the research sheet, allow them to complete the sheet before moving on to the brainstorm sheet.
- Float and answer questions.
- If anyone finished both worksheets, collect them for a participation grade and allow them to start the Illustrator Basics.
- Allow students a few minutes at the end of class to clean up.

DAY 3: Illustrator Introduction (this may have already been completed w/ project, if so, move on to day 4 instructions)

- Before the class arrives, have your computer screen shared on projected to show an Illustrator demo.
- Once students arrive, open your Illustrator.
 - Walk the students through basics of setting up a new document: add basic shapes, add text, etc.
 - Quickly go through a few main points of what they will cover in the Illustrator how to sheet.
 - They are learning basics of the program to help familiarize them with basic tools before they start using Illustrator to design their water bottle.

- If using Adobe Spark, have students share their final project on their Spark webpage and write an artist statement to go with it.

POWERPOINT 1

INDUSTRIAL DESIGN

DESIGNING THE WORLD

What is an industrial designer?

- A designer of products meant for mass production.
- The creative act of determining and defining a product's form and features takes place in advance of the physical act of making a product, which consists purely of repeated, often automated, replication. (Wikipedia)
- An industrial designer may oversee a design from a basic sketch to a three-dimensional prototype
- Hear more about it [here](#).



Industrial Design

- Industrial designers are responsible for taking an idea and making it functional and aesthetically pleasing.
- Bottle design is part of that.
- If you go to a gas station and look at the drink section there is a variety of forms, shapes, colors, and textures.
- Some water bottles are more recognizable than others.
- Voss water, for example, became a high-end bottle partially because of the sleek design.
- Listen to the designer of Voss [here](#).



Check out a video explaining it all

Voss Water

- Voss water comes in both glass and plastic versions.
- Its sleek modern design makes it recognizable.
- It has also found a niche in crafting since its design is so clean.



Aesthetics of a water bottle...

- A lot of thought and design goes into a water bottle.
- The water bottle company, Evian had many collaborations with fashion designers to create bottle designs.
- Check out the Alexander Wang



A fashion accessory...

- Reusable water bottles have become a fashion accessory.
- As sustainability has become a bigger topic, more and more companies are investing in reusable containers.



Your Assignment...

- You will...
 - Design the perfect water bottle for you.
 - Research different water bottle styles.
 - Brainstorm ideas and functions for your water bottle.
 - Sketch ideas for your design.
 - Learn Adobe Illustrator basics to help you create your design.



Form

- Form is the actual shape of a three-dimensional object or the implied form in flat media.
- You will be creating implied form in your design.

FORM

Form is three dimensional and can be measured in height, width, and depth. In design, form refers to the shape of the object being designed or the illusion of form in print media.



Color

- In design color is used to decorate objects, create emphasis, and add tone to a design.

COLOR

Color is one of the building blocks of design. It can be used for background, or to fill other elements, such as lines, shapes, and text.



Texture

- In design texture is used to create contrast, emphasis, and add detail to a design.

Your grade...

- Research sheet
- Brainstorm sheet
- Illustrator basics
- Water bottle design
 - Form
 - Color
 - Shape
 - Pattern
 - Aesthetic
 - Function

TEXTURE

TEXTURE in design can be tactile or visual. TEXTURE is used to create contrast, emphasis, and add detail to a design.



Pattern

- Repeating elements that come together.

PATTERN

PATTERN is the regular arrangement or repetition of elements in a design.

In order for a design to be a PATTERN it needs a predictability to the repetition of the elements.

PATTERN can be created by repeating lines.

PATTERN can be created by repeating shapes.

PATTERN can be created by repeating color.

Textile designers design the PATTERNS for fabric which can be turned into garments, pillows, bedding, and more.

Fashion designers have to balance PATTERNS in the fabric combinations they choose for their garments.

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Today...

- You will work on the water bottle research sheet.
- This is a very important step in any design process.
- You need to familiarize yourself with what is out there. How will yours be inspired by these other objects and differ from them?
- If you complete the research sheet you can start your water bottle brainstorm.



HANDOUTS

WATER BOTTLE DESIGN RESEARCH

We looked at one example of the Evian/designer collaboration. Check out more by visiting this website: <http://agence-versus.com/portfolio/evian-limited-editions/>

Answer the following questions...

1. Which design did you like best? Describe it:

2. What about that design attracted you to it?

3. Would you add on to it?

9. What about the design do you like?

10. If this water bottle could become the perfect water bottle for you

WATER BOTTLE BRAINSTORM SHEET

1. What is your current favorite water bottle? Describe it. If you don't bottle or drinking container, what type of bottle would you look for?
2. What uses do you have for a water bottle? (Are you an athlete that need certain amount of water? Do you like to keep it in the car? Does it need to drink warm or cold for an extended period of time? Are you simply trying to stay hydrated?)
3. Do you have any extras you want to include in a water bottle design? (Like a straw and skinny to fit in small cupholders)

8. Look up non-reusable water bottles. Find two pictures of water bottles. Look at the shape of the bottle and design of the label. Copy and paste them into your document.

9. Look up reusable water bottles. Find three pictures of water bottles. Look at the shape of the bottle, style of the lid, colors and patterns on the bottle (like ice from melting), amount of water it holds, etc.

10. List out features of your water bottle design and sketch at least one of them.

LIST IT: Features of your bottle	SKETCH IT: Draw one of them

WATER BOTTLE HOW TO

STEP ONE: Create a new document. Size it to 9" x 12" in the right side toolbar. Click CREATE.

STEP TWO: Start with your water bottle shape. Click the RECTANGLE TOOL from the left toolbar. Click and drag your mouse to create the shape. Edit the shape using the SELECTION TOOL to drag the corners.

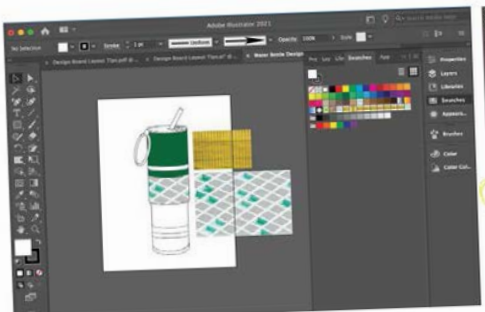
STEP THREE: Create a three-dimensional look by adding an ellipse to the bottom of your rectangle. Click and drag the ellipse tool from the corner of the rectangle to the other corner.

STEP FOUR: Click and drag the ellipse tool from the corner of the rectangle to the other corner.

Use this guide as you start thinking about how to style your water bottle.

STEP SEVEN: Keep building shapes to create your water bottle. For the lid, start with an ellipse, add a rectangle for the sides, use the ARC TOOL to create the bottom of the lid, click and hold the corner of the LINE SEGMENT TOOL and select ARC TOOL. Click the corner of the rectangle and drag parallel to the edge of the ellipse until you are centered on the ellipse. Connect an arc line from the opposite rectangle corner.

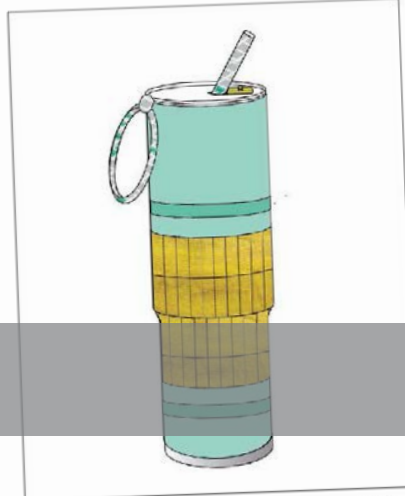
STEP EIGHT: Add patterns and colors. Use the SWATCHES panel to find patterns and colors. Click and drag the pattern swatch onto the shape. Click and drag the color swatch onto the shape.



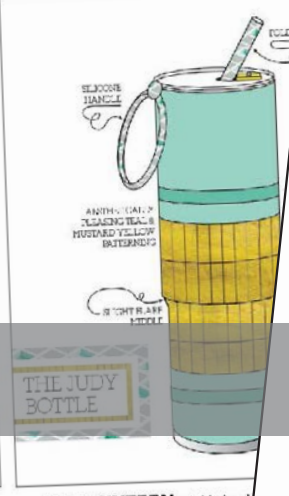
STEP THIRTEEN: Fill your shapes with patterns and colors that reflect your ideal water bottle. **SWATCHES TIP 1:** The size of the image impacts the size of the swatch. Try making it smaller and larger and adding swatches in different sizes. **TIP 2:** Hold the backtick key (typically in the top left) on your keyboard while clicking and dragging the pattern to move it's location within the shape without moving the shape.



STEP FOURTEEN: You can edit and patterns in the SWATCHES panel toolbar. Try playing around with the GROUP TOOL for a three-dimensional effect.



STEP FIFTEEN: As you finalize your design think through all the things you added to your design and why you added them.



STEP SIXTEEN: Add simple explanations to point out parts of your design. **TIP:** Pick a font that is easy to read. Use a clean font.

DESIGN BOARD LAYOUT TIPS

The layout of a design board or presentation is as important as the design itself. Use the following tips to create a successful design board.

COLOR: Use color sparingly in your board, especially if your design is colorful. The purpose of the design board is to show off the design, don't add elements that will compete. Generally, stick to black text and white space. Only use color as a tool to emphasize areas.

EMPHASIS: Use emphasis to draw attention to important parts of your design, bring to the focal point, or focus on specific sections of an image.

HIERARCHY: The most important elements be the largest. For example, important elements should grab your attention first. The board should be the largest size.

PLACEMENT: If a text box goes with a visual element, make sure the text box overlaps the image or is placed near it to visually show they go together.

BULLS EYE RULE: place the visual elements in the center and the text on the outside for a more pleasing look. Place text in a way that is easy to read from left to right.

SPACE: Space is one of the most important parts of a strong layout. Make sure space between elements is consistent. If you want an asymmetrical layout make sure it looks intentional. Use white space to help balance busy designs.

FONT: Use simple, clean, and easy to read fonts. Stay consistent with your font use. For example, the same font should be used for all headlines on your board. Use a variety of sizes, but stay consistent. For example, all body fonts should be the same size. Less is more with text, let your design do the talking.

STEP NINE: Keep adding to your water bottle. Think about what elements you want to include. Use the FILL and STROKE boxes to add color.

STEP TEN: If you want to add pattern, find images and use the SWATCHES panel to find patterns and colors. Click and drag the pattern swatch onto the shape. Click and drag the color swatch onto the shape.

STEP ELEVEN: Click the SWATCHES tab in the right toolbar. Click an embedded image and drag and drop it into the swatches panel. A new swatch with the pattern should pop up. You can delete the original image after it has been turned into a swatch.

STEP TWELVE: Click a shape in your water bottle. Click the SELECTION TOOL. Select one of the swatches to fill the shape with the pattern. **TIP:** If the pattern isn't filling the shape, fill your shape with color, then click the pattern swatch.

ILLUSTRATOR HOW TO

ADOBE ILLUSTRATOR PROGRAM BASICS

DOCUMENT SET UP

Adobe Illustrator is primarily used for vector and logo design. Illustrator is a based application, which means a design can be the size of a business card or be printed to the size of a billboard with no loss of quality.

STEP ONE:

- Open Illustrator
- Select CREATE NEW from the start up window.
- Choose INCHES from the drop down menu to more easily set a standard size.
- Set your size in the WIDTH and HEIGHT boxes.
- Select CREATE.

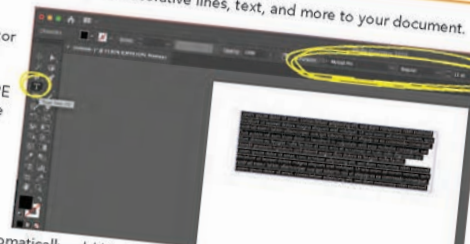


ADDING ELEMENTS

You can add images, color shapes, decorative lines, text, and more to your document.

STEP ONE:

- Open Illustrator
- Create a new document.
- Select the TYPE TOOL from the left toolbar.
- Click on the document and drag the size to book you want.



CREATING SHAPES:

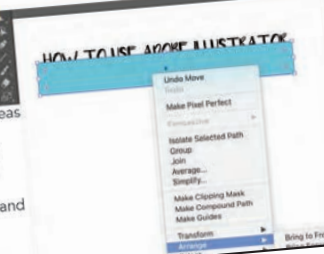
- Try adding lines and shapes to your document.
- Select the RECTANGLE TOOL from the left toolbar.
- TIP: Hold down the triangle in the bottom right corner of the tool to prompt a menu to pop out with more shape options. To create a circle, select the ELLIPSE TOOL. Hold SHIFT while you draw the shape to create a circle, rather than an oval.
- Click on the document and drag your mouse to create the shape.



- Double click the top color box in the left toolbar to select a color for the FILL of your shape. The top color box edits the FILL of the shape, the bottom, outline box edits the STROKE, or outline, of your shape.

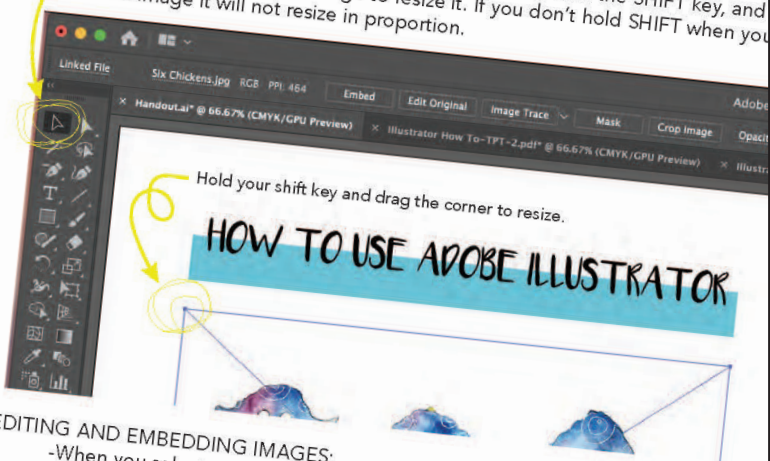


- Select the SELECTION TOOL, or the black arrow, from the left toolbar to click the shape and move it around your page.
- TIP: Use shapes to block out areas and emphasize text, images, headers, or similar. Shapes can help divide up the space in an interesting way.
- Try overlapping your text box and shape. With the SELECTION TOOL, right click the shape. Select ARRANGE from the menu.



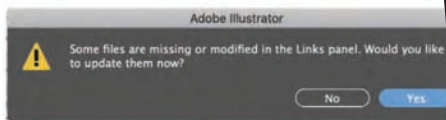
ADDING IMAGES:

- Try adding images to your document.
- Simply drag and drop images into your document.
- With the SELECTION TOOL click on your image, hold the SHIFT key, and drag the corner of the image to resize it. If you don't hold SHIFT when you drag the image it will not resize in proportion.



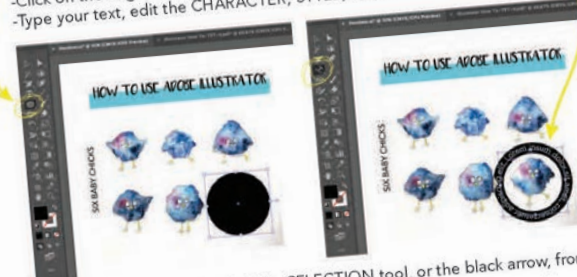
EDITING AND EMBEDDING IMAGES:

- Illustrator doesn't have the photo editing capabilities that Photoshop has because they are from the same program you can edit your images in Photoshop and it will automatically update in Illustrator.
- To edit an image you have added to Illustrator, simply open Photoshop, edit it, and save it (it needs to overwrite the original image in Photoshop.)
- Once you complete your edits, go back to your Illustrator document and a message should pop up that says "Some files are missing or modified in the Links panel. Would you like to update them now?" Click YES and you are done.



TYPING ON A LINE OR CURVE:

- The TYPE ON A PATH TOOL also works for typing on curves.
- Simply select the RECTANGLE TOOL from the left toolbar, click and hold the triangle in the bottom right corner of the tool, and select the ELLIPSE TOOL from the menu that pops up.
- Click on your document, hold the SHIFT key on your keyboard, and drag your mouse to draw a circle. If you don't hold shift you will create an oval shape.
- Select TYPE ON A PATH TOOL from the TYPE TOOL in the left side toolbar.
- Click on the edge of the circle and a text box will appear.
- Type your text, edit the CHARACTER, STYLE, and SIZE in the top menu.



- After editing your text, select the SELECTION tool, or the black arrow, from the left toolbar.
- Click on the text. Two lines intersecting the circle will appear (or it may look like overlapping). Slide these along the circle to move your text around the circle.

DECORATIVE ELEMENTS

TYPING ON A LINE OR CURVE:

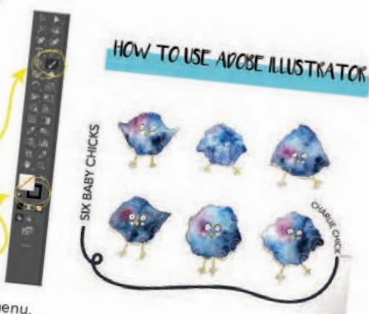
- Illustrator works well with adding text to a document. There are many ways to edit your text in Illustrator.
- If you try to turn your text box vertically, the text will stack rather than wrap. You have to draw a line then type on the line.

EDITING AND EMBEDDING IMAGES:

- When you select an image in your Illustrator document, you will see options pop up in the top menu bar.
- EMBED: Unlike Photoshop, images are not saved directly into Illustrator files instead they are linked to the location they are saved on your computer. That means, if you move the image you added to your Illustrator document, the link will break.

DECORATIVE LINES:

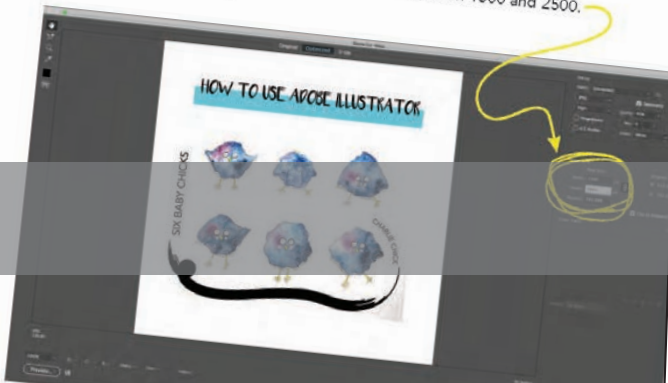
- One of my favorite parts of Illustrator is how easy it is to create decorative lines.
- Lines can be used to draw attention to a specific area, to divide space, emphasize headers, or to simply add a decorative element.
- Start by selecting the paintbrush tool.
- Set a color in your stroke box (the lower color box in the left toolbar).
- Draw a line with the paintbrush.
- Click on WINDOW in the top menu.
- Click on BRUSHES to open the brushes panel.
- In the bottom left corner of the brushes panel, click the icon with books to pull up the BRUSH LIBRARY.
- This brings up a menu of various brush styles already stored in Illustrator.
- To turn your line into an arrow:
 - Click the line you drew with the SELECTION TOOL.
 - Click on the BRUSH LIBRARY icon, then ARROWS, and select which style you want to try out. For example, select ARROWS STANDARD to bring up a second brushes panel with arrow options.
 - Click on one, your line will turn into an arrow!
- Go through the library to try out different styles for your lines. I also regularly use the ARTISTIC options in the brush library.



SAVING YOUR DOCUMENT

FINISHING UP:

- Once you are all finished with your document go to FILE, SAVE AS.
- Title your document and save it as a .AI file, or an Illustrator file. I always save a copy as an Illustrator file to allow me to edit my documents if needed.
- To save as a PDF go to FILE, SAVE AS, title it if needed, then select PDF from the FORMAT drop down menu.
- If you need to save your document in a JPEG format you have to export the document.
- To do this go to FILE, EXPORT, SAVE FOR WEB (LEGACY) from the menu that appears.
- Set the pixel size on the right hand side of the document.
- TIP: For the web, pixels should be between 1500 and 2500.
- Click SAVE.



ILLUSTRATOR TOOLBAR

- | | |
|--|--|
| SELECTION TOOL: Selects the entire object. | DIRECT SELECTION TOOL: Selects points & segments in objects. |
| MAGIC WAND: Selects objects with similar attributes. | LASSO TOOL: Selects groups of points & segments within objects. |
| PEN TOOL: Draws straight and curved lines to create objects. | CURVATURE TOOL: Draws straight and curved lines to create objects. |
| TYPE TOOL: Creates text boxes. | LINE SEGMENT TOOL: Draws individual, straight lines. |
| RECTANGLE TOOL: Creates square and rectangle shapes. | PAINTBRUSH TOOL: Draws freehand lines that can be turned into patterns. |
| PENCIL TOOL: Draws and edits freehand lines that can be turned into objects. | ERASER TOOL: Erases areas of an object over which you drag it. |
| ROTATE TOOL: Rotates objects around a fixed point. | SCALE TOOL: Resizes objects around a fixed point. |
| WARP TOOL: Molds objects with the movement of your cursor. | FREE TRANSFORM TOOL: Rotates, scales, and skews objects. |
| SHAPE BUILDER: Merges simple shapes into complex shapes. | PERSPECTIVE GRID TOOL: Allows creating and rendering artwork in perspective. |
| MESH TOOL: Creates and edits meshes and mesh envelopes. | GRADIENT TOOL: Applies and adjusts gradients in objects. |
| EYEDROPPER TOOL: Samples and applies color. | BLEND TOOL: Creates a series of objects that blends between color and shape. |
| SYMBOL SPRAYER TOOL: Places multiple symbols as a set on the art board. | COLUMN GRAPH: Creates vertical column graphs to compare values. |
| ARTBOARD TOOL: Creates separate artboards for printing or export. | SLICE TOOL: Divides artwork into separate web images. |
| HAND TOOL: Rotates objects around a fixed point. | ZOOM TOOL: Increases and decreases the magnification of the window. |
| FILL COLOR: The color of a shape or object. | SWAP fill and stroke colors. |
| DEFAULT COLOR: Set the stroke to black and the fill to white automatically. | STROKE COLOR: The color of the outline of an object or shape. |
| RECENT color and gradient color | NO COLOR: Remove color from an object. |

POWERPOINT 2

Style Guide

Rebranding a Company

What is brand identity?

- Brand identity is what makes you recognizable to others.
- Branding includes visual ties to your company such as:
 - Colors
 - Typography
 - Graphics
 - Logo
- Companies with successful branding are recognizable by just their logos, typography, or color scheme.

Who develops brand identity?

• Typical

Your Assignment...

- Pick a company to rebrand.
- It can be your favorite restaurant, clothing store, or a company you have always hated the logo or color scheme of.
- You don't have to completely overhaul the look but you must at least change the font slightly, play with color variations, and update the logo.
- It can be a subtle or extreme overhaul.

Check out brand rankings [here](#).

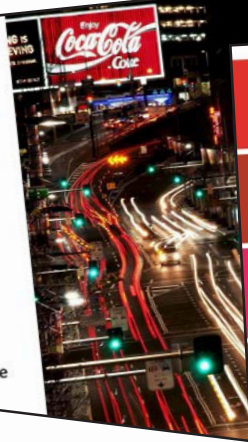
Coca-Cola

- May 8, 1886 the first glass of Coca-Cola was sold by Dr. Pemberton at Jacob's Pharmacy in downtown Atlanta.
- Dr. Pemberton is responsible for developing the syrup for Coca-Cola.
- His partner and bookkeeper, Frank M. Robinson, suggested the name and wrote the name in the unique script used today.
- Mission statement: "to refresh the world in mind, body and soul, to inspire moments of optimism and happiness through our brands and actions, and to create value and make a difference."



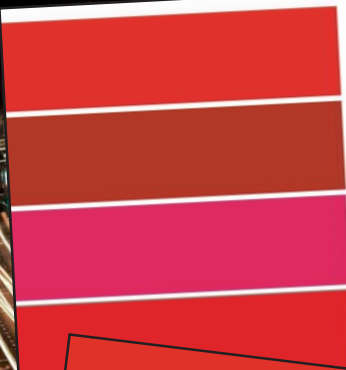
Coca-Cola Redesign

- The goal of the redesign is to keep the iconic color combination and script font, while also giving it a slightly modernized look.
- A new font will be selected for the script, but the iconic C style and script look will stay.
- A new, younger looking font will be chosen for the sans-serif text, such as Diet Coke, Coke Zero, and similar.
- The iconic red color will stay, but a new shade will be used for the background.



Step One: Play with Colors

- Try variations of colors and color combinations for your design.
- Slight changes can make a big difference!
- Start with a large sample and narrow down your colors.



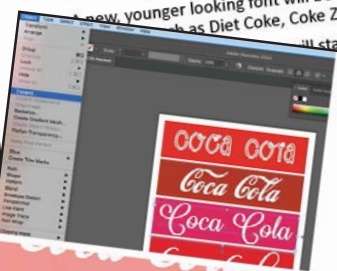
Step Two: Play with Fonts

- Layer fonts with your colors to see what combinations work best.
- Try a wide variety of fonts.
- You will be making alterations to the font, remember that as you sift through your choices.
- Try downloading other fonts from websites such as dafont.com for a wider selection.



Step Three: Edit Your Font

- Use Adobe Illustrator to edit your font choice.
- Open a new document, type your word in the font you selected.
- Expand the font, use direct selection to move points of the font lines.
- Reference the Editing Fonts How To handout.



Step Four: Create Your Logo

- Use your color palette and new font to develop the logo.
- The logo should be a combination of the new font and color palette.



Step Five: Bring Your Design to Life

- Use Adobe Photoshop to format your logo, font, and colors in a way to make it look realistic.
- Add your design to a bottle, sign, t-shirt, or similar.
- Use tools such as the background eraser, highlight and shadow tools, and warp tool to do this.
- Reference how to handouts to help guide you.
- You must create one realistic version of your design.



Step Six: Style Guide

- Bring your new logo, font, color palette, and at least one example together into a style guide.
- Your style guide should be a single sheet that visually and verbally explains the thought behind the design.
- Explain why the logo was redesigned, how colors were being used, and when font combinations should be used.
- Your style guide is what will be printed and displayed as your business redesign presentation.



Your grade...

- Research sheet
- Company info sheet
- Color selection
- Typography editing
- Logo design
- Style guide presentation
- Success of redesign



POWERPOINT 3

WATER BOTTLE DESIGN HOW TO

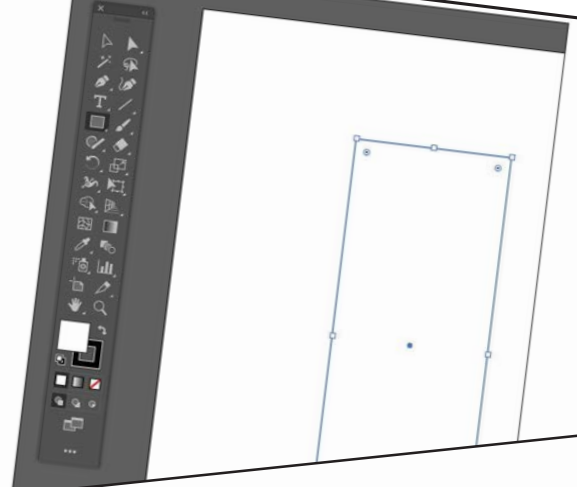


Adobe Illustrator

- You will use shape tools, shape builder, and swatches to construct your water bottle design.
- You can make it as simple or complex as you want, just make sure it reflects the goals you have for your perfect water bottle.
- Check out the video [here](#) on how a designer built their bottle the way you will do it.

Setting up your design...

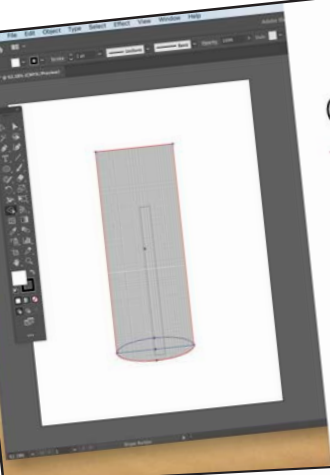
- You will create a 9"x12" document.
- Use rectangle and ellipse tools to construct the basic shape of your water bottle.



Check out how this artist uses Illustrator's make their bottle look three dimension

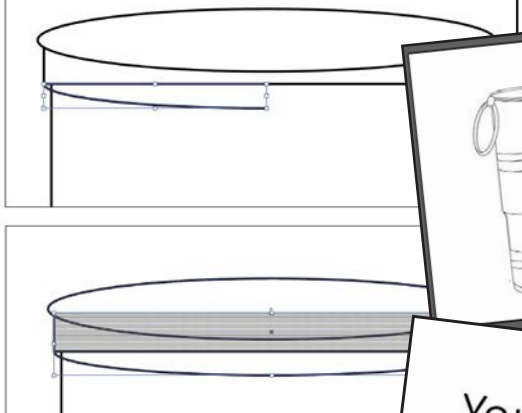
Combining shapes...

- After overlapping shapes to create your basic design, the shape builder tool to combine them together.
- Select the tool then click in one shape and drag in other shape to combine them together.



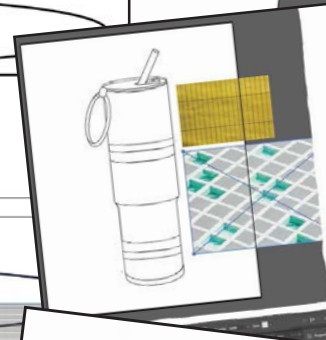
Adding details...

- Continue using lines and shapes to add details to your bottle.
- You will not combine all shapes together; you need separation between objects (such as the bottle and the lid).
- Play around with the line tool, and various



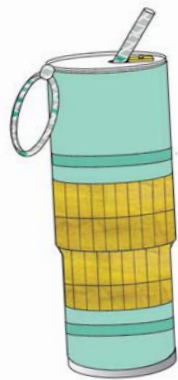
Adding color and pattern...

- Use the fill and stroke boxes to add a solid color and outline to your design.
- You can make your own patterns by adding a picture, embedding it in the document, then dragging it into the swatches panel.



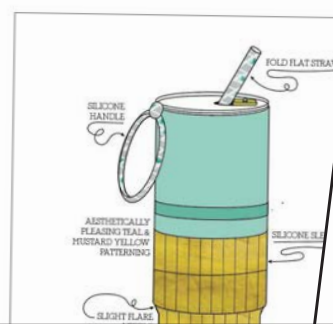
Adding elements...

- Reference your research sketches.
- What functions did you do?
- Aesthetically, how to look?
- Make sure your final design is on your checklist.



Design board...

- Once you finish your design, add text to highlight elements of your water bottle.
- Was there a specific reason you chose the colors or pattern?
- Why did you go with the form?
- What about the presence or absence of a straw, handle, or similar?
- What was the reasoning behind your lid design?
- Select a font that reflects your design (check dafont.com for more options).
- Add your text, consider adding a title.



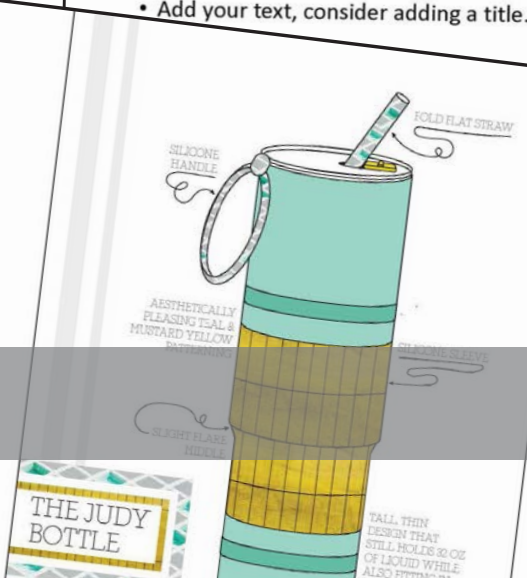
Your Assignment...

- You will....
- Design the perfect water bottle for you.
- Research different water bottle styles.
- Brainstorm ideas and functions for your water bottle.
- Sketch ideas for your design.
- Learn Adobe Illustrator basics to help you create your design.
- Use Illustrator to create your bottle, add texture, patterns, and color.



Your grade...

- Research sheet
- Brainstorm sheet
- Illustrator basics
- Water bottle design
 - Form
 - Color
 - Shape
 - Pattern
 - Aesthetic
 - Function
- Design board
- Artist statement



Today...

- Continue working through the Illustrator basics to familiarize yourself with the program.
- Once you walk through the steps, start designing your water bottle.
- Don't be afraid to look up how to videos if you have a specific idea.
- You are not required to create a 3D bottle, but feel free to explore those tools if it interests you.



CRITIQUE & RUBRIC

Name: _____

WATER BOTTLE CRITIQUE

Carefully look at each design, then answer the following questions:

1. Which design caught your attention first? Why?

2. Which design has the most interesting form? Why?

Name: _____

7. Which design has the most interesting "extra" elements? What are they?

8. Which design has the best design board? Why is it successful?

9. Which design is the

Name: _____

WATER BOTTLE RUBRIC

Category	Possible Points	Comments:	Score
A water bottle was designed using Adobe Illustrator and shows understanding of using the shape builder, swatches, and design aesthetic.	30		
The elements of design color, texture and form and principle of design, pattern, are successfully incorporated.	20		
Interesting details were added to the bottle to push the personal connection to the student and to add interest.	10		
The design board is well laid out and enhances the bottle design.	10		
Craftsmanship	10		
Creativity	10		
Effort: You spent your time wisely and put a lot of effort into your project from start to finish	10		
		Total Score:	

STICKER CRITIQUE INSTRUCTIONS

Place one sticker at every work of art.
The sticker should be placed based on the corresponding color and response you have to the design.



Interesting form



Interesting use of color



Interesting use of pattern



Strong overall design



Strong design board layout



Elements