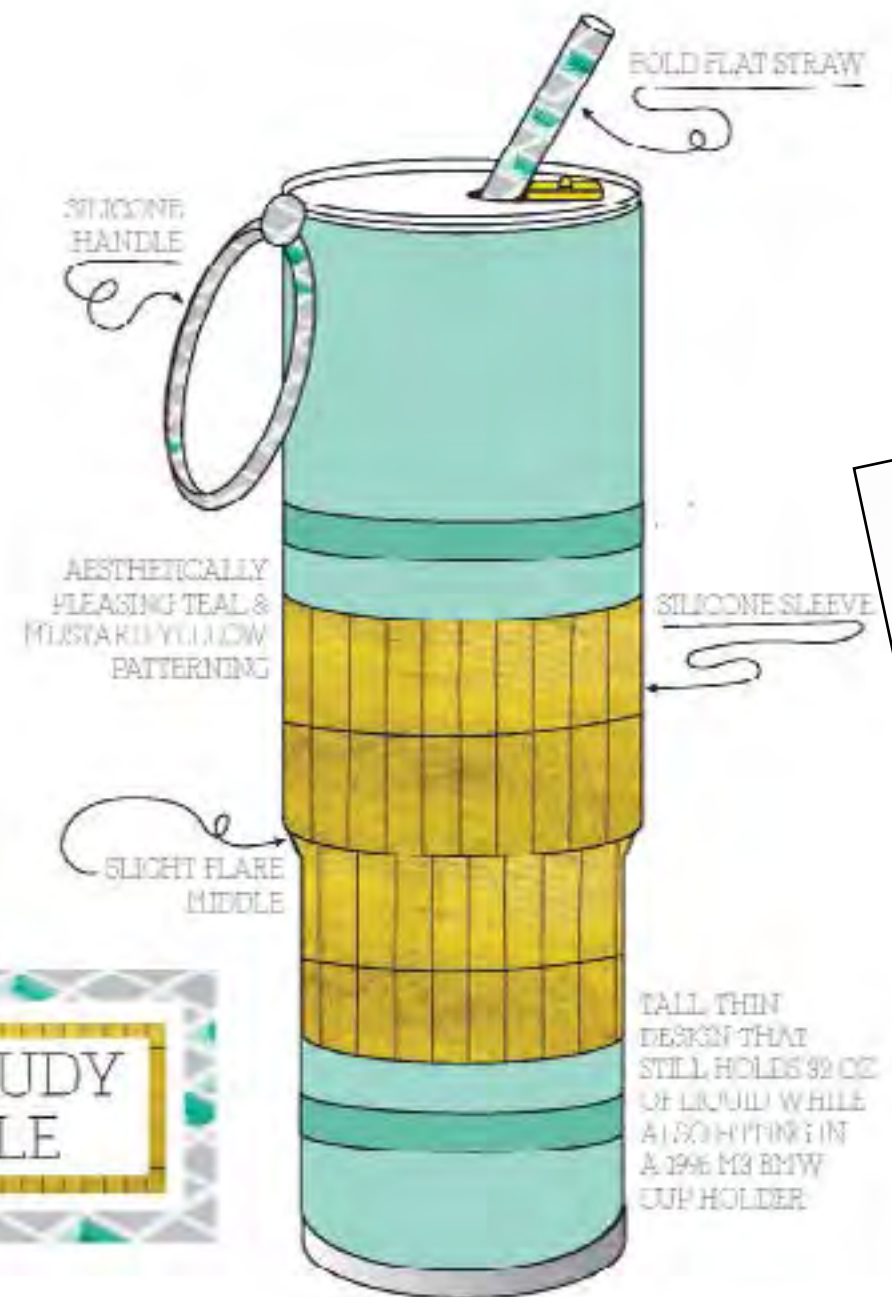


DIGITAL ART & DESIGN

ADOBE ILLUSTRATOR DESIGN A WATER BOTTLE



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? _____



LESSON PLAN, GUIDES, ACTIVITIES, CRITIQUES, AND MORE
PERFECT INTRO TO ADOBE ILLUSTRATOR

ADOBE ILLUSTRATOR



This digital art lesson is geared towards upper middle school or high school art students.



No Adobe Illustrator experience needed. Learn alongside your students! Step-by-step guides.



National US art standards for 6th-12th grade.



Adobe Illustrator walk through & tools overview.

WHAT YOU GET

Lesson pack includes:

- ✔ In depth lesson plan (7 pages)
- ✔ Project intro presentation (15 slides)
- ✔ Research activity and brainstorm activity (4 pages)
- ✔ Illustrator intro presentation (9 slides)
- ✔ Project steps presentation (13 slides)
- ✔ Adobe Illustrator intro, project guide (11 pages)
- ✔ Layout guide, critique activity (4 pages)
- ✔ Rubric (1 page)

LESSON PLAN & TEACHER NOTES:

- BIG IDEA
- ESSENTIAL QUESTIONS,
- US NATIONAL STANDARDS
- STEP-BY-STEP INSTRUCTIONS
- TEACHING TIPS

& MORE!

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...
- Disc...
- Com...
- Learn...
- Use A...
- Use A...
- Write...
- Partic...

STANDARD Middle School MEDIA ART:

- 6th grade
 - A...
- 6th grade
 - A...

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 Evim/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 S'well original 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.
- Allow students to get started on the worksheet.
- Allow students to get started on the worksheet.

7

PAGES

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](#).



PROJECT INTRODUCTION



PRESENTATION 1:

OVERVIEW ON INDUSTRIAL DESIGN

15 SLIDES

WATER BOTTLE DESIGN RESEARCH

We looked at one example of the Pixar/designer collaboration. Check out more by visiting this website: <http://www.pixar.com/pressroom/pressroom.html#design>.
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 or change anything about the design?

You heard the origin story of the company. See their patterns, colors, and bottle designs. Visit their website: <http://www.pixar.com/pressroom/pressroom.html#design>.
Answer the following questions.

WATER BOTTLE BRAINSTORM SHEET

1. What is your current favorite water bottle? Describe it. If you don't have a reusable water bottle, what type of bottle would you look for?

2. What features do you think are important for a water bottle? (Are you an athlete that needs to drink a lot of water? Do you like to keep it in the car? Does it need to keep your water cold for a long period of time? Are you simply trying to stay hydrated?)

3. What features do you think should be included in a water bottle design? (Example: extra tall, extra wide, etc.)

8. Look up non-reusable water bottles. Find two pictures of water bottles designs you like. Look at the shape of the bottle and design of the label. Copy and paste the picture below:

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

10. List out features of your water bottle design and sketch at least three different designs of your water bottle.

BRAINSTORM ACTIVITY

RESEARCH & DESIGN BRAINSTORM, 4 PAGES

ADOBE ILLUSTRATOR

THE ILLUSTRATION SOFTWARE

DOCUMENT SET UP

Adobe Illustrator is primarily used for vector and logo design. Illustrator is a vector based application, which means a design can be the size of a business card but also 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. (start with 8.5" x 11" a standard size sheet of paper).
- 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.



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 one line if they are overlapping). Slide those along the circle to move your text along the outside edge to place it where you want on the circle.



ILLUSTRATOR TOOLBAR

SELECTION TOOL: Selects the entire object.	DIRECT SELECTION TOOL: Selects parts of an object to reposition.
MAGIC WAND: Selects objects with similar attributes.	LASSO TOOL: Selects groups of points & segments with free 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 rounded shapes.	PAINTBRUSH TOOL: Draws freehand lines that can be turned into paths.
PENCIL TOOL: Draws and edits freehand lines that can be turned into objects.	ERASER TOOL: Erases parts of an object you wish you didn't.
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: Rotate, scale, and skew objects.
SHAPE BUILDER: Merges simple shapes into complex shapes.	PERSPECTIVE GRID TOOL: Allows creating and remodeling artwork in perspective.
MESH TOOL: Creates and edits meshes and mesh envelopes.	GRADIENT TOOL: Applies and adjusts gradients to objects.
CYEDROPPER TOOL: Samples and applies colors.	BLEND TOOL: Creates a series of objects that blend between colors and shapes.
SYMBOL SPRAYER TOOL: Places multiple symbols as a set on the art board.	COLUMN GRAPH: Create vertical column graphs to compare values.
ARTBOARD TOOL: Creates separate artboards for printing or export.	SLICE TOOL: Divides artwork into separate web pages.
HAND TOOL: Rotates objects around a fixed point.	ZOOM TOOL: Increases and decreases the zoom of the workspace.
FILL COLOR: The color of a shape's interior.	SWAP: Fill and stroke colors.
DEFAULT COLOR: Use the stroke to have the fill be white automatically.	STROKE COLOR: The color of the outline of an object or shape.
RECENT: Color and gradient color.	NO FILL COLOR: Removes fill from an object or shape making it transparent.

ADOBE ILLUSTRATOR GUIDE

INTRO TO THE PROGRAM & TOOL BASICS

8 PAGES

STEPS TO CREATE THE DESIGN USING EXPRESS



PRESENTATION 2:

WATER BOTTLE DESIGN BRAINSTORM

9 SLIDES

WATER BOTTLE

HOW TO

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



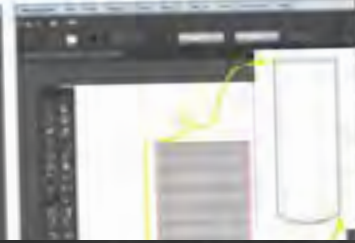
STEP TWO:
Start with your water bottle shape. Click the RECTANGLE TOOL from the toolbar. Click and drag your mouse to create the shape. Add the shape via SELECTION TOOL to drag the corner.

STEP THREE:
Create a three-dimensional look by adding an ellipse to the bottom of your rectangle. Click and hold the corner of the RECTANGLE TOOL and select ELLIPSE TOOL from the pop-out menu.



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

STEP FIVE:
Use the SELECTION TOOL and select the rectangle and ellipse shapes. Select the SWATCHES panel.

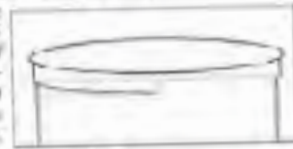


STEP SIX:
With the SHAPE BUILDER TOOL selected, click and drag from the rectangle to the ellipse.

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.

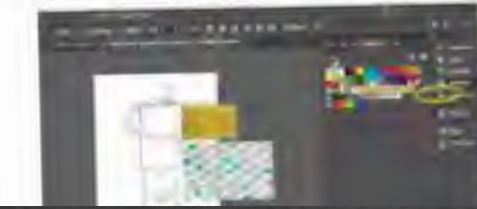


STEP EIGHT:
Select the rectangle, and use Shift + Click and drag using the SHAPING TOOL to combine the shapes.



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.

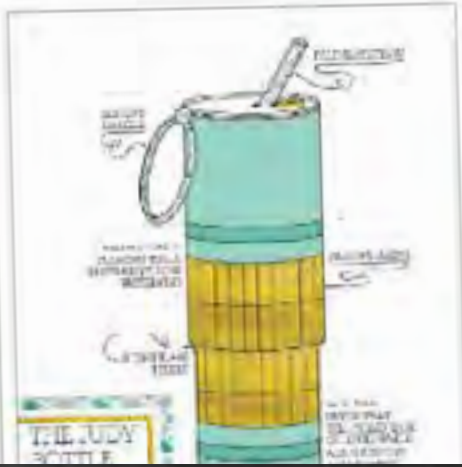
STEP TEN:
If you want to add patterns, find images and drag them into your document. Select the images you want to turn into patterns. Click on the PROPERTIES tab in the right toolbar and select IMAGE from the bottom of the right toolbar.



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 multiple in different sizes. TIP 2: Hold the backtick key (typically in the top left) on your key board while clicking and dragging the pattern to move it's location within the shape without moving the shape.



STEP FOURTEEN:
You can edit the color and patterns in the SWATCHES panel or in the left toolbar. Try playing around with the GRADIENT TOOL for a three-dimensional look.



PROJECT GUIDE:

STEP-BY-STEP INSTRUCTIONS ON CREATING THEIR WATER BOTTLE USING ADOBE ILLUSTRATOR, 3 PAGES

PROJECT INTRODUCTION

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 in Adobe Illustrator.

PRESENTATION 3:

WATER BOTTLE DESIGN STEPS

13 SLIDES

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?

3. Which design has the best use of color? Describe it.

4. Which design best uses pattern? How is it used?

5. Which design best incorporates texture? How is it used?

6. Which design has the most interesting lid? Why does it catch your attention?

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



Most creative elements

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 layout.

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.

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

HIERARCHY:

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 aesthetics.	30		
The elements of design color, texture and form and principles of design, pattern, are successfully incorporated.	20		

WRAPPING UP

CRITIQUE ACTIVITY, CHECKLIST, RUBRIC

TEACHERS LOVE THESE DIGITAL DESIGN PRODUCTS:



"What an awesome resource. My Digital Design students thoroughly enjoyed the lessons we have completed so far. I plan to continue to use this purchase for years to come. The lessons are very engaging and keeps students' attention throughout class. Thanks so much!"



"Loved the lessons and the students were super engaged! This resource was awesome, complete and straightforward."

CHECK OUT MORE PRODUCTS:



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Grab early finishers for those quick artists or an entire curriculum so you can focus on teaching.

[VIEW MORE HERE](#)

LOOK BETWEEN THE LINES

BY WHITNEY PANETTA



I'm Whitney, a former art teacher turned art curriculum developer. I now focus on designing art lessons, resources, & full curriculums for elementary, middle, high school art teachers, homeschool parents, & general art enthusiasts.

I am so glad to still be connected to the world of art education and I love seeing my resources "in the wild" all over the globe. Reach out anytime with questions or comments at whitneywpanetta@gmail.com.