



# Illustrator 2

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## LAB 1: Transformations, Gradients, Patterns: The Robot

### Part 1: Hour Exercise:

Go through Hour 12: Transformations, Compound Shapes, and Blends. We will work with Blends later in class. Pay particular attention to the transform tools (scale, reflect, shear, rotate) and Pathfinder features. Also read about Patterns and Gradients in Hour 8. Do not use Gradient Mesh in this lab. There is nothing to print from the reading.

### Part 2: Create a Robot

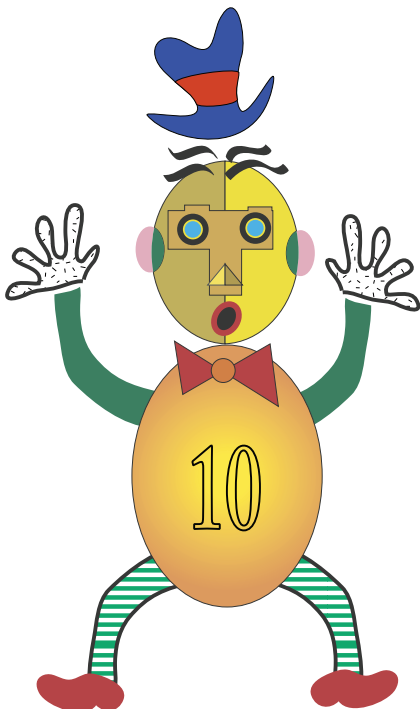
1. Make a letter size document and create a robot using multiple shapes, tools, and Pathfinders. The robot should include color, custom patterns, and custom gradients. Be sure to save your gradients in the swatches palette so you can use them again. Gradients can be linear or radial and are good for creating 3-dimensional look.

2. Use these transform tools in your robot: Scale, Rotate, Shear, and Reflect. Often, you will use symmetry and duplicate copies as you complete the robot. For example, create a hand on the left side and then use reflect/copy to create the right side hand.

3. Use Pathfinder features to enhance shapes. By now you should know which ones are "live".

4. Use the Pen tool to create some shapes. Modify paths with the Direct Selection tool. The more you use the Pen tool the better you will get at it. You are to make a hat for your robot using the Pen tool. The hat must look like the hat on the robot below.

5. For ★★★★★ create an entire background environment for your robot using layers. Put your robot parts on one or more layers and create your background on another layer. This will allow you to hide or lock your robot while creating the background.



Where did you use:  
Scale:

Rotate:

Shear:

Reflect:

Pathfinder(s) used:

### Lab Evaluation

|  |       |
|--|-------|
|  | ★★★★★ |
|  | ★★★   |
|  | ★★    |
|  | ★     |