



# GRAPHIC DESIGN WORK ORDER

## VECTOR ROBOT Illustration

PROJECT TITLE

STUDENT NAME & CLASS PERIOD

### SCENARIO OVERVIEW

By completing this assignment, you will become more familiar with some of the language and software used in the world of graphic design. The End result of your project will be a cartoon-ish VECTOR CHARACTER created using Adobe Illustrator's vector tools.

#### OBJECTIVE:

- create a vector character using ADOBE ILLUSTRATOR an industry standard software.
- understand given terminology for industry terms.

**REAL WORLD:** The ability to design using Adobe Illustrator is an absolute must for any aspiring designer, as it is the program of choice for many tasks, like logo design.

**BIG PICTURE (why are we doing this?):** The skills learned through this are the basis for many future assignments. In addition, you can make a fun picture to share...

### SPECIFICATIONS

DIMENSIONS: 10" x 8" Horizontal

ARTWORK TYPE: Vector

FILENAME: yourname-period-southpark.pdf

EX: MrSrsen-p7-robot.pdf

#### EQUIPMENT/MATERIALS NEEDED

Writing Instrument (take notes)

SOFTWARE: Illustrator

### CREATIVE PROCESS

STEP	DESCRIPTION/KEY POINTS
PROJECT DESIGN	Complete a design that is as complex and detailed as possible during the allotted time. Your design should demonstrate use & understanding of all tools discussed in the introduction to this assignment.
CRITIQUE/PRESENTATIONS	Be prepared to describe & explain your image to class during this group session that completes the assignment. DATE: _____

### KEY POINTS & CONCEPTS

Use the space below to help during your process by writing **notes**, **vocabulary terms**, sketching **ideas**, etc.

### ADVANCED ENRICHMENT ACTIVITIES

*Finished early or dissatisfied with your result? Try the suggestions below as improvement challenges that can help take your work to the next level.*

- **Suggested Modification 1** - Add complexity to your scene by exceeding the minimum limits noted above, creating a background for the characters.
- **Suggested Modification 2** - Create an alternate version of the same scene, but draw using more realistic details instead of simple cartoons.
- **Suggested Modification 3** - Re-create a scene from a favorite book, movie or television show.

\* Any/all of the above may be submitted for extra credit. **Please name files: yourname-period-robotXC.pdf**

### DEADLINES & SUBMISSION

*As you work, keep the timeframes below in mind. Manage your time well to ensure that you're meeting the demands of the assignment.*

Final Design: \_\_\_\_\_

Critique Day: \_\_\_\_\_

# PROJECT EVALUATION RUBRIC

CRITERIA	1-2	3-4	5-6	7-8	(self)	(peer)	(instructor)
<b>PROFESSIONALISM</b>							
CONTENT KNOWLEDGE	<i>Work Order not saved, errors with file format or naming, files not saved to correct location.</i>	<i>Work order incompleted, but submitted. Electronic files built &amp; submitted with some errors.</i>	<i>Work order completed &amp; submitted. Electronic files mostly built, named &amp; submitted correctly.</i>	<i>Work order correctly completed &amp; submitted. Electronic files all built, named, submitted correctly.</i>			
INTERPERSONAL	<i>Inappropriate (impolite, disrespectful) with others. Poor language. Not helpful.</i>	<i>Mostly polite, but rarely helpful with others. Some inappropriate language.</i>	<i>Polite, respectful with peers &amp; instructor. Mostly appropriate language. Occasionally helps others.</i>	<i>Polite, respectful with peers &amp; instructor. Appropriate language. Contributes through feedback, helpfulness.</i>			
WORK TIME	<i>Poor attendance (tardies &amp; absences), missing/late work. No noticeable time-management, almost always off-task</i>	<i>Some attendance issues. Poor time management, often off-task. Misses deadlines. Approaches, not exceeds requirements.</i>	<i>Good attendance. Usually on-task. Meets deadlines. Works to meet requirements, not much more.</i>	<i>Excellent attendance. Always on-task. Meets all deadlines. Manages time to work beyond requirements whenever possible.</i>			
<b>CREATIVE PROCESS</b>							
CONCEPT DEVELOPMENT	<i>Low-effort, poor-quality options w/little or no variety. Late and/or incomplete. Unable to explain with any level of descriptive detail.</i>	<i>Few quality options or variety. Appears hurried, possibly late and/or incomplete. Unable to explain with much detail.</i>	<i>Adequately completed on-time. Some good options to choose from. Minimal variety, ability to explain at basic level.</i>	<i>Carefully &amp; thoughtfully completed on-time. Many good options to choose from. Shows variety, ability to explain expertly.</i>			
TECHNICAL SKILLS	<i>Demonstrates little understanding of computer software, files have various errors. Low quality, misses many needs from Work Order (see reverse).</i>	<i>Demonstrates low-level understanding of computer software, files have some errors. Mediocre quality. Meets some needs from Work Order (see reverse).</i>	<i>Demonstrates grasp of computer software to create files with minimal errors that are of good quality. Meets most needs laid out in Work Order (see reverse).</i>	<i>Demonstrates mastery of computer software to create files without errors that are of near-professional quality. Meets all needs laid out in Work Order (see reverse).</i>			
CONCEPTUAL	<i>Assignment contains little or no ideas. Student cannot communicate much, verbally or in writing. Uses little or no industry-specific terminology.</i>	<i>Assignment contains few ideas. Student struggles to communicate both verbally &amp; in writing, occasionally using little industry-specific terminology.</i>	<i>Assignment contains some ideas that the student can communicate both verbally &amp; in writing, occasionally using industry-specific terminology.</i>	<i>Assignment is based on ideas that the student can articulately communicate both verbally &amp; in writing while using industry-specific terminology.</i>			
EXTRA CREDIT: Describe how you have gone above & beyond the requirements of the assignment in the space below.							

## REFERENCE FOR GRADING

23/24 = 96%    16/24 = 67%    9/24 = 38%  
 22/24 = 92%    15/24 = 63%    8/24 = 33%  
 21/24 = 88%    14/24 = 58%    7/24 = 29%  
 20/24 = 83%    13/24 = 54%    6/24 = 25%  
 19/24 = 79%    12/24 = 50%    5/24 = 21%  
 18/24 = 75%    11/24 = 46%    4/24 = 17%  
 17/24 = 71%    10/24 = 42%

<b>PROFESSIONALISM</b>		<b>CREATIVE PROCESS</b>		<b>TOTAL SCORE</b>
( ___ / 24 )		( ___ / 24 )		
+		=		
				O A    O B    O C    O D    O F