

Timing: 2 to 3 hours

Level: Ages 15 and up

How to draw and add text with Adobe Illustrator

Activity Overview

Adobe Illustrator allows designers to create visually compelling artwork that can be scaled without losing quality. Use this activity to introduce students to the drawing, shape, and text tools in Illustrator.

Note: Portions of this activity align to the Adobe Certified Associate objectives. Within the instruction steps and technical guides, the specific learning objectives for the exam(s) are referenced with the following format: ^{1.1}

Activity Objectives

Technical skills

Illustrator

- Creating vector artwork
- Using Image Trace to convert photos to vector artwork
- Drawing lines
- Painting
- Drawing and modifying shapes
- Creating and modifying text
- Understanding Illustrator symbols
- Using the symbol sprayer
- Creating patterns

Project Assets

- *Illustrator guide:* How to draw in Illustrator ^{2.2, 3.4, 4.2}
- *Illustrator guide:* How to draw in perspective with Illustrator ^{4.2}
- *Illustrator guide:* How to work with text ^{4.3}
- *Illustrator guide:* How to use symbols, patterns, and graphic styles ^{3.5}
- *Illustrator guide:* How to modify and transform graphics ^{4.6}

Background preparation resources

[Technical and content information](#)

[ISTE NETS*S Standards for Students](#)

[Adobe Certified Associate objectives](#)

Activity Steps

1. Introduce the activity by discussing what designers can use Adobe Illustrator for, including the ability to:
 - Create free hand drawing and paintings
 - Trace and color in scanned artwork
 - Create complex shapes
 - Set text types
 - Create flexible artwork that is scalable
2. Distribute the technical guides and introduce how to use the drawing and shape building tools. Using the "I do, we do, you do method," demonstrate how to create different kinds of vector artwork with these tools.^{3.4} Emphasize the tools in Illustrator to create realistic graphics, such as creating a 3D object by mapping art and drawing in perspective. Demonstrate how to modify and transform graphics.

Illustrator guide: How to draw in Illustrator ^{2.2, 3.4, 4.2}

Illustrator guide: How to draw in perspective with Illustrator ^{4.5}

Illustrator guide: How to modify and transform graphics ^{4.6}

Note: Remind students of the differences between vector and bitmap graphics.
3. There are many different ways to add and manipulate text in Illustrator. Using the "I do, we do, you do" method, demonstrate how to do the following:
 - Use point type and area type to apply text to a page
 - Set the font family, styles and size
 - Apply line and character spacing settings such as leading, kern and tracking
 - Apply alignment, justification, indentation and paragraph spacing
 - Layout text by threading text, managing the text area, and wrapping text around an area
 - Create type on a path and convert text to outlines
 - Use the Touch Type tool

Illustrator guide: How to work with text ^{4.3}
4. Explain that students will continue to learn how to use Illustrator to create vector-based graphics and illustrations so they can use to make graphics and content interesting and entertaining. Using the "I do, we do, you do" method, demonstrate how to use the symbol sprayer, patterns, and graphic styles to create interesting graphics and backdrops.

Illustrator guide: How to use symbols, patterns, and graphic styles ^{3.5}
5. Ask students to create their first names in Illustrator by using what they learned about drawing and text to turn their first name into a piece of artwork. Alternatively, ask students to use what they learned for a project they are currently working on.

Assessment:

	0 – Does not meet expectations	3 – Meets expectations	5 – Exceeds expectations
Original graphic	Absent or incomplete.	Students use at least one drawing tool and one type tool to create an original graphic. They correctly modify and transform graphics.	Students use more than one drawing tool and more than one type tool to create an original realistic looking graphic. They correctly modify and transform graphics.

Background preparation resources:

- To view video tutorials aligned with the skills required to complete this project, visit Adobe TV: <http://tv.adobe.com/>
- For more teaching and learning resources on the topics in this project, search for resources from the community on the Adobe Education Exchange: <http://edex.adobe.com/>
- For an overview of the interface and for more information on the technical aspects of *Adobe Illustrator*, see *Illustrator Help*.

Creating vector artwork

- 45 tutorials for creating vector artwork: <http://www.creativebloq.com/graphic-design/how-create-vector-art-2131975>
- A tutorial on how to create 3D artwork: <http://www.adobeforacademics.com/tutorials/510>

ISTE NETS*S Standards for Students

This project is aligned to the ISTE NETS*S Technology Standards. Depending on the subject and content area the student selects you may research your own state content standards to see how this project aligns to your state requirements.

ISTE NETS*S: Curriculum and Content Area Standards – NETS for Students

1. Creativity and Innovation
Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:
 - a. apply existing knowledge to generate new ideas and products and processes.
 - b. create original works as a means of personal and group expression.
6. Technology Operations and Concepts
Students demonstrate a sound understanding of technology concepts, systems and operations. Students:
 - a. understand and use technology systems.
 - b. select and use applications effectively and productively.
 - d. transfer current knowledge to learning of new technologies.

Adobe Certified Associate Exam Objectives

Adobe Certified Associate, Graphic Design & Illustration objectives

- 2.2 Demonstrate knowledge of graphic resolution, graphic size, and graphic file format for web, video, and print
- 3.2 Use non-printing design tools in the interface
- 3.4 Demonstrate an understanding of vector drawing concepts.
- 3.5 Demonstrate knowledge of how to work with brushes, symbols, graphic styles, and patterns.
- 4.2 Demonstrate knowledge of how to use drawing and shape tools.
- 4.3 Demonstrate knowledge of how to use type tools.
- 4.5 Demonstrate the ability to create realistic graphics.
- 4.6 Demonstrate knowledge of how to modify and transform objects.

For more information

Find more teaching materials for using Adobe software in your classroom on the Adobe Education Exchange: <http://edex.adobe.com/>.



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