

INTERACTIVE GRAPHIC DESIGN 30S // MEDIA ICONS

Icons are used throughout digital interfaces to represent objects or tasks. Systems uses icons to represent your software's objects, so it is important to design effective icons that communicate their purpose. Icons should be designed as a set; consider their relationship to each other and to the user's tasks.

In this assignment students are to re create the social media icons provided. When starting this assignment, open the Icons PDF in Adobe Illustrator and lock the layer. Create a new layer for each icon and lock them once each icon is complete.

INSTRUCTIONS

SAVE AS: LastNameFirstInitial_MEDIA ICONS.ai

MEDIUM: ADOBE ILLUSTRATOR

INSTRUCTIONS

- Download the Icons PDF from mrbeaudin.weebly.com
- Right click on ICON.PDF and OPEN WITH > ADOBE ILLUSTRATOR
- Lock the first layer.
- Create a new layer and label it according to the social media icon.
- Select: Pen Tool> Stroke ONLY at first. Trace over the icon. Add your FILL and NO STROKE once each section is complete.
- Once assignment is complete, COMPRESS YOUR FILE and email to: selkirkgraphicdesign@gmail.com

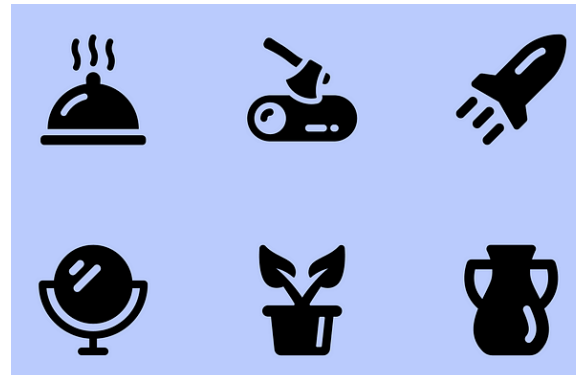
SUBJECT: STUDENT NAME - MEDIA ICONS

HAND IN

COMPRESS YOUR FILE AND EMAIL TO:

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SUBJECT: STUDENT NAME - MEDIA ICONS



COLOUR AND CONTRAST

/10

This portion of the mark represents how well colour and contrast have been considered and implemented.

FILE SET-UP

/10

This portion of the mark is an evaluation of how well the file is organized and properly setup.

DESIGN PROBLEM SOLUTION

/10

This portion of the mark represents how well the students solution solves the design problem posed in the assignment, and fulfils specific assigned requirements.

TOTAL

/30