

## Vector Graphics

### School of Design

<b>Course Title</b>	Vector Graphics
<b>Course #</b>	GD 325 - A
<b>Credit Hours</b>	A 3-credit studio class requires 6 hours of classroom instructional time and at least 3.5 hours of student work per week outside of classroom time for a 15-week course.
<b>Semester</b>	Spring 2017
<b>Prerequisites</b>	GD 102 Design Solutions II
<b>Class Meetings</b>	Tuesdays and Thursdays, 3:15PM to 6PM, SoD Room: 020

### INSTRUCTOR INFORMATION

<b>Instructor</b>	Professor Christopher Previte
<b>Office Location</b>	SoD 122
<b>Office Hours</b>	Mondays and Wednesdays, 5PM to 6PM
<b>Phone Number(s)</b>	Office: 617-928-4636
<b>E-Mail Address</b>	cprevite@mountida.edu
<b>Homepage</b>	Canvas Course Site

### COURSE DESCRIPTION AND LEARNING OUTCOMES

<b>Course Description</b>	<p>This is an advanced course in Adobe Illustrator and includes more difficult techniques such as illustrations comprised of shapes, blending modes, and gradient mesh. Projects will be constructed entirely in Illustrator and/or with imported images from Adobe Photoshop using filters, posterizing, live trace, or hand tracing of images for conversion to vector based art. The use of Typography in Illustrator will be employed in producing quality projects for the portfolio.</p>
<b>Student Learning Outcomes and Assessment Methods</b>	<p>In order to successfully complete this course, you must demonstrate that you possess the following learning outcomes as determined by your performance on the corresponding assessments:</p> <ol style="list-style-type: none"> <li><b>1. Create hand drawn vector solutions to problems taken from national publications and professional freelance vector illustrators.</b> <ul style="list-style-type: none"> <li>• <b>ACC Outcomes:</b> Conceptual Thinking, Technology Competency, Moral and Ethical Reasoning, Professional Preparation.</li> <li>• <b>Assessments:</b> Demonstrated through exercises and projects.</li> <li>• <b>Metrics:</b> Assessment sheets</li> </ul> </li> <li><b>2. Critically analyze digital illustration and design work through critiques and refining work.</b> <ul style="list-style-type: none"> <li>• <b>ACC Outcomes:</b> Critical Thinking, Oral and Written Communication.</li> <li>• <b>Assessments:</b> Demonstrated through projects, presentations, and critiques.</li> <li>• <b>Metrics:</b> Assessment sheets</li> </ul> </li> <li><b>3. Gain further competency with vector design programs, particularly Illustrator.</b> <ul style="list-style-type: none"> <li>• <b>ACC Outcomes:</b> Creative Thinking, Quantitative Reasoning.</li> <li>• <b>Assessments:</b> Demonstrated through exercises and projects.</li> <li>• <b>Metrics:</b> Assessment sheets</li> </ul> </li> </ol>

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<p><b>Description of Assessment Methods</b></p>	<p>Your grade will be based on attendance, class participation, in-class exercises, design projects, quizzes, and a final project. Work turned in after the deadline will lose a full grade per class day late. Work and executions that are copied from others or otherwise plagiarized will receive a failing grade.</p> <p><b>1. The following is the breakdown of your grade:</b></p> <p><b>Design Projects (4) - worth 50%</b> Your projects serve as the principle means through which the student demonstrates the objectives of their learning. Please see the requirements in this syllabus. An assessment sheet will also be provided.</p> <p><b>In-Class Exercises (3) - worth 15%</b> In-class exercises are for your benefit in demonstrating the skill-set learned during that day's class. An absence on the day of an in-class exercise will be marked as a zero.</p> <p><b>Quizzes (5) - worth 10%</b> Quizzes will be given that will assess your learning, through multiple choice; fill in the blank, and short answer questions.</p> <p><b>Final Project (1) - worth 25%</b> Your final project involves more thought, process, and development than your other projects require, and therefore is worth more. A final presentation will take place during final exam time.</p> <p><b>2. DUE DATES for all design projects, in-class exercises, and quizzes:</b></p> <table border="0" style="width: 100%;"> <thead> <tr> <th style="text-align: left;">PROJECT/IN-CLASS EXERCISE/QUIZ</th> <th style="text-align: left;">DUE DATE</th> </tr> </thead> <tbody> <tr> <td>• In-Class EXERCISE 1 – Drawing from Reference</td> <td>WEEK 2, Tuesday, January 24</td> </tr> <tr> <td>• PROJECT 1 - Día de los Muertos Skull Mask</td> <td>WEEK 3, Tuesday, January 31</td> </tr> <tr> <td>• In-Class EXERCISE 2 – A Web Graphic in 3-States</td> <td>WEEK 4, Thursday, February 9</td> </tr> <tr> <td>• PROJECT 2 – Illustrated Map</td> <td>WEEK 5, Thursday, February 16</td> </tr> <tr> <td>• PROJECT 3 – Paper Foldable Character</td> <td>WEEK 7, Thursday, March 2</td> </tr> <tr> <td>• In-Class EXERCISE 3 – Geometric Portrait</td> <td>WEEK 9, Tuesday, March 14</td> </tr> <tr> <td>• PROJECT 4 – Geometric Shape Self Portrait</td> <td>WEEK 11, Tuesday, March 28</td> </tr> <tr> <td>• Final PROJECT 5 – 3D Movie Logo and Poster</td> <td>WEEK 15, Thursday, April 27</td> </tr> </tbody> </table>	PROJECT/IN-CLASS EXERCISE/QUIZ	DUE DATE	• In-Class EXERCISE 1 – Drawing from Reference	WEEK 2, Tuesday, January 24	• PROJECT 1 - Día de los Muertos Skull Mask	WEEK 3, Tuesday, January 31	• In-Class EXERCISE 2 – A Web Graphic in 3-States	WEEK 4, Thursday, February 9	• PROJECT 2 – Illustrated Map	WEEK 5, Thursday, February 16	• PROJECT 3 – Paper Foldable Character	WEEK 7, Thursday, March 2	• In-Class EXERCISE 3 – Geometric Portrait	WEEK 9, Tuesday, March 14	• PROJECT 4 – Geometric Shape Self Portrait	WEEK 11, Tuesday, March 28	• Final PROJECT 5 – 3D Movie Logo and Poster	WEEK 15, Thursday, April 27
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<p><b>Project Submission Requirements</b></p>	<p>All final work must be submitted by the end of the semester in its native format (.ai, .psd, .indd, etc.) plus as a high-resolution PDF, to be used in exhibitions on the College web site and to show accrediting agencies such as NEASC and NASAD.</p> <p>Detailed information regarding how to submit these large files will be provided at the time they are due.</p>																		

COURSE CALENDAR AND SCHEDULE

Week	Day/Date	Weekly Topics and Events
1	Tuesday January 17	<p><b>REVIEW OF ADOBE ILLUSTRATOR</b>  <b>Class Goal:</b> To review Adobe Illustrator basics to ensure we all start on the same page.</p> <p><b>Discuss &amp; Demonstrate:</b> Course introduction and expectations; how we critique; vector-based digital workflows.</p> <p><b>Tools &amp; Techniques:</b> Menus, pallets, tools, workspace</p> <p><b>Note:</b> So, like Intro to Illustrator... but in one week?!            ---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> NA</li> </ul>
1	Thursday January 19	<p><b>REVIEW OF ADOBE ILLUSTRATOR (Cont.)</b>  <b>Class Goal:</b> To continue to review Adobe Illustrator basics to ensure we all start on the same page.</p> <p><b>Discuss &amp; Demonstrate:</b> Shape creation and drawing in Illustrator.</p> <p><b>Tools &amp; Techniques:</b> Shape tools, pen tool, pencil tool, scissors, eraser, pathfinder pallet, arrange pallet, smart guides</p> <p><b>Note:</b> Now I shall vectorize EVERYTHING!            ---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> PROJECT 1 – Dia de los Muertos Skull Mask</li> </ul>
2	Tuesday January 24	<p><b>REFERENCING THE DEAD</b>  <b>Class Goal:</b> To discuss finding, cataloguing, and proper use of reference as well as creating a reference morgue.</p> <p><b>Discuss &amp; Demonstrate:</b> Found Images, Stock Photography, Your Own Images</p> <p><b>Tools &amp; Techniques:</b> Pen Tool, Pencil Tool</p> <p><b>Note:</b> This photo of my cousin Louie's elbow will definitely come in handy someday.            ---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> In-Class EXERCISE 1 – Drawing from Reference</li> <li>• <b>Homework:</b> Continue working on PROJECT 1</li> </ul>

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2	Thursday January 26	<b>A VERY COLORFUL DEATH</b> <b>Class Goal:</b> To discuss the psychology of color and creating custom color pallets.  <b>Discuss &amp; Demonstrate:</b> Color as a tool to evoke a certain mood.  <b>Tools &amp; Techniques:</b> Color Pallet, Swatch Pallet, Adobe Color.  <b>Note:</b> Red, the most aggressive color of the bunch, often has trouble making friends. --- • <b>Quiz:</b> NA  • <b>DUE:</b> NA  • <b>Homework:</b> Continue working on PROJECT 1
3	Tuesday January 31	<b>CRITIQUE DE LOS MUERTOS</b> <b>Class Goal:</b> Critique - PROJECT 1  <b>Discuss &amp; Demonstrate:</b> Ways your mask could continue own as a design element or into other projects.  <b>Tools &amp; Techniques:</b> NA  --- • <b>Quiz:</b> NA  • <b>DUE:</b> PROJECT 1 – Dia de los Muertos Skull Mask  • <b>Homework:</b> NA
3	Thursday February 2 (Groundhog Day)	<b>ILLUSTRATED MAPS</b> <b>Class Goal:</b> To introduce maps, iconography, and wayfinding.  <b>Discuss &amp; Demonstrate:</b> The art of wayfinding and icon creation.  <b>Tools &amp; Techniques:</b> Shape Tool, Pathfinder Tool  --- • <b>Quiz:</b> NA  • <b>DUE:</b> NA  • <b>Homework:</b> PROJECT 2 – Illustrated Map

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<b>4</b>	<b>Tuesday February 7</b>	<p><b>ILLUSTRATED MAPS (cont.)</b>  <b>Class Goal:</b> To discuss the history of map making and explore non-traditional types of maps.</p> <p><b>Discuss &amp; Demonstrate:</b> A historical view of wayfinding.</p> <p><b>Tools &amp; Techniques:</b> Pen Tool, Pencil Tool, Eraser Tool, Scissors</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> Project 2: Presentation of Research (10-min. ea.)</li> <li>• <b>Homework:</b> Continue working on PROJECT 2</li> </ul>
<b>4</b>	<b>Thursday February 9</b>	<p><b>ILLUSTRATED MAPS (cont.)</b>  <b>Class Goal:</b> To explore the Layers Pallet's potential in creating states.</p> <p><b>Discuss &amp; Demonstrate:</b> Visual states and layer organization.</p> <p><b>Tools &amp; Techniques:</b> Layers Pallet</p> <p><b>Note:</b> Well of course my map of the onion farm uses layers.</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> In-Class EXERCISE 2 – A Web Graphic in 3-States</li> <li>• <b>Homework:</b> Continue working on PROJECT 2</li> </ul>
<b>5</b>	<b>Tuesday February 14 (Valentine's Day)</b>	<p><b>ILLUSTRATED MAPS (cont.)</b>  <b>Class Goal:</b> Time in class to work on PROJECT 2</p> <p><b>Discuss &amp; Demonstrate:</b> Interactive maps and GPS.</p> <p><b>Tools &amp; Techniques:</b> Drawing Tools, Shape Tool, Layers, Eraser Tool, Scissors, Color Pallet, Swatch Pallet.</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> PROJECT 2: Draft 1 (Peer Critique)</li> <li>• <b>Homework:</b> Continue working on PROJECT 2</li> </ul>

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<b>5</b>	<b>Thursday February 16</b>	<p><b>ILLUSTRATED MAPS (cont.)</b>  <b>Class Goal:</b> Critique - PROJECT 2</p> <p><b>Discuss &amp; Demonstrate:</b> The Visual Display of Quantitative Information by Edward Tufte.</p> <p><b>Tools &amp; Techniques:</b> NA</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> PROJECT 2 – Illustrated Map</li> <li>• <b>Homework:</b> NA</li> </ul>
<b>6</b>	<b>Tuesday February 21</b>	<p><b>FOLDABLE CHARACTER CREATION</b>  <b>Class Goal:</b> To discuss paper crafts.</p> <p><b>Discuss &amp; Demonstrate:</b> The drafting and planning of a three-dimensional object into a two-dimensional space.</p> <p><b>Tools &amp; Techniques:</b> Ruler, Grids and Guides, Measuring Tools, Drawing Tools</p> <p><b>Note:</b> It's alive...ALIVE!</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> PROJECT 3 – Paper Foldable Character</li> </ul>
<b>6</b>	<b>Thursday February 23</b>	<p><b>FOLDABLE CHARACTER CREATION (cont.)</b>  <b>Class Goal:</b> To discuss the process of character development and explore the evolution of some classic characters through the ages.</p> <p><b>Discuss &amp; Demonstrate:</b> Iconic character and how they reflect current society and culture.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Drawing and Shape Tools, Pathfinder Pallet</p> <p><b>Note:</b> Wait...when did Steamboat Willy change his name to Mickey Mouse?</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on PROJECT 3</li> </ul>

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7	Tuesday February 28	<p><b>FOLDABLE CHARACTER CREATION (cont.)</b>  <b>Class Goal:</b> Time in class to work on PROJECT 3</p> <p><b>Discuss &amp; Demonstrate:</b> Modern character development.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Drawing and Shape Tools, Pathfinder Pallet</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on PROJECT 3</li> </ul>
7	Thursday March 2	<p><b>FOLDABLE CHARACTER CREATION (cont.)</b>  <b>Class Goal:</b> Critique - PROJECT 3</p> <p><b>Discuss &amp; Demonstrate:</b> A Paper Foldable Character Parade.</p> <p><b>Tools &amp; Techniques:</b> NA</p> <p><b>Note:</b> I think we might need a marching band to properly pull this off.</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> PROJECT 3 – Paper Foldable Character</li> <li>• <b>Homework:</b> NA</li> </ul>
8	Tuesday March 7 (No Classes Spring Break)	NO CLASS
8	Thursday March 9 (No Classes Spring Break)	NO CLASS

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9	Tuesday March 14	<b>GEOMETRIC SHAPE SELF PORTRAIT</b> <b>Class Goal:</b> An introduction to the purpose and history of self-portraits.  <b>Discuss &amp; Demonstrate:</b> How to create effective illustrations with limited tools.  <b>Tools &amp; Techniques:</b> Shape Tools, Color Pallet, Swatch Pallet  <b>Note:</b> With a blunt stick and a Twinkie I shall recreate the Mona Lisa. --- <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> In-Class EXERCISE 3 – Geometric Portrait</li><li>• <b>Homework:</b> PROJECT 4 – Geometric Shape Self Portrait</li></ul>
9	Thursday March 16	<b>GEOMETRIC SHAPE SELF PORTRAIT (cont.)</b> <b>Class Goal:</b> To explore purposeful deconstruction of an image.  <b>Discuss &amp; Demonstrate:</b> Recognizing the geometric or amorphous shapes that lie within an image.  <b>Tools &amp; Techniques:</b> Shape Tools, Color Pallet, Swatch Pallet --- <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> NA</li><li>• <b>Homework:</b> Continue working on PROJECT 4</li></ul>
10	Tuesday March 21	<b>GEOMETRIC SHAPE SELF PORTRAIT (cont.)</b> <b>Class Goal:</b> Time in class to work on PROJECT 4.  <b>Discuss &amp; Demonstrate:</b> The commonality of self-portraits today (hint: selfies)  <b>Tools &amp; Techniques:</b> Shape Tools, Color Pallet, Swatch Pallet --- <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> NA</li><li>• <b>Homework:</b> Continue working on PROJECT 4</li></ul>



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<b>10</b>	<b>Thursday March 23</b>	<p><b>GEOMETRIC SHAPE SELF PORTRAIT (cont.)</b>  <b>Class Goal:</b> To explore other types of portraits.</p> <p><b>Discuss &amp; Demonstrate:</b> Portraiture in photography</p> <p><b>Tools &amp; Techniques:</b> Shape Tools, Color Pallet, Swatch Pallet</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on PROJECT 4</li> </ul>
<b>11</b>	<b>Tuesday March 28</b>	<p><b>GEOMETRIC SHAPE SELF PORTRAIT (cont.)</b>  <b>Class Goal:</b> Critique – PROJECT 4</p> <p><b>Discuss &amp; Demonstrate:</b> Self-promotion as a graphic designer.</p> <p><b>Tools &amp; Techniques:</b> NA</p> <p><b>Note:</b> This will look amazing above my bed.</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> PROJECT 4 – Geometric Shape Self Portrait</li> <li>• <b>Homework:</b> NA</li> </ul>
<b>11</b>	<b>Thursday March 30</b>	<p><b>3D MOVIE LOGO AND POSTER</b>  <b>Class Goal:</b> An introduction to poster design.</p> <p><b>Discuss &amp; Demonstrate:</b> The history of poster design.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p><b>Note:</b> No need to paint my room with all these posters on the walls. And the ceiling.</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Final PROJECT 5 – 3D Movie Logo and Poster</li> </ul>
<b>12</b>	<b>Tuesday April 4 (No Classes Inspiration Nation)</b>	NO CLASS

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12	Thursday April 6	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b> <b>Class Goal:</b> To discuss modern logo design for movies and other media.</p> <p><b>Discuss &amp; Demonstrate:</b> The purpose of a movie logo versus a logo design for an identity package.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> NA</li><li>• <b>Homework:</b> Continue working on Final PROJECT 5</li></ul>
13	Tuesday April 11	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b> <b>Class Goal:</b> To explore the 3D tools in Illustrator.</p> <p><b>Discuss &amp; Demonstrate:</b> Converting a two-dimensional logo into a three-dimensional logo.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> NA</li><li>• <b>Homework:</b> Continue working on Final PROJECT 5</li></ul>
13	Thursday April 13	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b> <b>Class Goal:</b> Time in class to work on Final PROJECT 5.</p> <p><b>Discuss &amp; Demonstrate:</b> Review of your progress thus far.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"><li>• <b>Quiz:</b> NA</li><li>• <b>DUE:</b> NA</li><li>• <b>Homework:</b> Continue working on Final PROJECT 5</li></ul>

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<b>14</b>	<b>Tuesday April 18</b>	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b>  <b>Class Goal:</b> To discuss montage-style movie posters.</p> <p><b>Discuss &amp; Demonstrate:</b> The psychology of montage-style movie posters.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on Final PROJECT 5</li> </ul>
<b>14</b>	<b>Thursday April 20</b>	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b>  <b>Class Goal:</b> Time in class to work on Final PROJECT 5</p> <p><b>Discuss &amp; Demonstrate:</b> NA</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on Final PROJECT 5</li> </ul>
<b>15</b>	<b>Tuesday April 25</b>	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b>  <b>Class Goal:</b> To explore modern movie advertising campaigns.</p> <p><b>Discuss &amp; Demonstrate:</b> The role of marketing in movie releases.</p> <p><b>Tools &amp; Techniques:</b> All Illustrator Tools</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> NA</li> <li>• <b>Homework:</b> Continue working on Final PROJECT 5</li> </ul>
<b>15</b>	<b>Thursday April 27 (Last Class)</b>	<p><b>3D MOVIE LOGO AND POSTER (cont.)</b>  <b>Class Goal:</b> Critique – Final PROJECT 5</p> <p><b>Discuss &amp; Demonstrate:</b> Blah blah blah.</p> <p><b>Tools &amp; Techniques:</b> NA</p> <p><b>Note:</b> Quick, alert the iMax people! Your epic story is ready to be told!</p> <p>---</p> <ul style="list-style-type: none"> <li>• <b>Quiz:</b> NA</li> <li>• <b>DUE:</b> Final PROJECT 5 – 3D Movie Logo and Poster</li> <li>• <b>Homework:</b> NA</li> </ul>

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<b>Finals</b>	<b>Thursday - Wednesday May 4-10 (TBD)</b>	<b>FINAL PROJECT PRESENTATION</b> <b>Class goal:</b> Details on our Final Presentation are forthcoming and will include Day, Date, Time, and Location. <b>Note:</b> Be proud of all your hard work.