



## Exercise 3

### DRAWING IN ILLUSTRATOR

#### Preparation

Watch the tutorial video

***Drawing in Illustrator***

Online: <http://www.youtube.com/user/mitartemis>

Offline: 03\_Illustrator.mp4 (available from the instructor)

Review template files

Use the files in the folder called Tutorial 3 for this exercise.

#### Vector graphics design

BEGINNER

In Illustrator, edit the text in the Credits “popup” layer to include your name. Also, create a new layer to replace the ARTEMiS logo and put your own logo in it. The logo can be simple text.

INTERMEDIATE

In addition to editing the Credits layer, also design your own logo, using vector graphics. Replace the ARTEMiS logo with your own. Also change font, color, etc., in the appearance of other layers.

ADVANCED

Continue redesigning the entire look and layout of the game, using your own colors, shapes, etc. For example, change the mouse control image: instead of ALT+LMB, create images for Shift+LMB.

ALL

Save your Illustrator EPS file. Also create the “slices” for all new images in PNG format. You will use these images later in Unity.