Textures

After The Critique
Mount the 4 Found textures squares on one 14" x 13" panel and the 4 Invented textures on another.


Fix and/or improve your renderings according to the critique discussion and suggestions.
Scan the final developed Bristol drawings into the computer, Make a folder and put all your scanned texture images in it.

To mount go to File > Open the document "layout4on14x13".
Or
Prepare two standard class layouts with 8 squares on two panels, with four 4" x 4" squares on each panel, a 1" gap between each and a 2" wide border at the sides and top and 3" border at the bottom.

Go to File > Place and chose a scanned texture document. Drag Copy the image as many times as there are squares of simulated textures.

Go to Widow > Layers and open the Layers window. Click on the Create New Layer button at the bottom of the window and make four new layers. Select each Image at a time and drag it into its own layer by selecting and dragging the little color square next to the right of its layer name. Notice that each one will have the color of its layer when selected.

Select one image at a time and on the Control bar click the Tracing Presets drop down menu next to Image Trace button and select Black and White Logo. Trace each image as a Black and White Logo. Open the Image Trace Panel on the Control bar and move the Threshold Slider to More or Less black in the tracing result. Make sure the Preview button is selected at the bottom of the widow. When satisfied with the result go to the Control bar and Expand the result. This will turn the Tracing Result into a Vector Group that can be cropped. Deselect All.

To crop the result make sure the Fill is empty and the Stroke is black. Chose the Rectangle tool and draw a rectangle over where you want to crop. Adjust the cropping rectangle with the Selection tool so that anything not wanted in the result is left outside the cropping boundary.

In the Layers window, click on the Radial buttons for both the vector Group and the cropping Path.
Go to Window > Pathfinder and select the Crop tool in the pathfinders.
With the resulting group still selected go to the Control Bar and unchain the Constrain Width and Height Proportions. Make the dimensions W=4" and H=4". Select Constrain Width and Height Proportions again to lock the proportions.

Repeat the procedure as necessary to process and digitally mount all four 4"x4" Found Textures squares in one 14X13 panel and all Invented Textures squares in another.
Place the texture squares in two columns and two rows with the appropriate margins and frames. Make sure your name is in its designated place. Once the presentation layout is completed, Save your Illustrator file.

Give each panel document its own title that includes your last name and the name of the project, if necessary, add a number.
        Ex: "lastnamefoundtexture1" and/or "lastnameinventedtexture1"
Make sure you have the desktop selected before you click or press Return.


To prepare work for the Student Projects Drop Box.

        Once the Illustrator file is saved and with the document open,
        Go to File > Save As and in the Format pull down menu select Adobe PDF.
        In the Save Adobe PDF window open the Preset pull down menu and select Smallest File Size.
        Drag and Drop the correctly named panels into your folder in the Student Projects Drop Box.