

Exercise04: Patterning	Obj. 1	Work with repeating patterns	Obj. 3	Make custom pattern swatch
	Obj. 2	Use variety of shapes, line, and color	Obj. 4	Make custom object from pattern

Exercise04: Patterning

Directives: Create a pattern swatch for a background in your currency project. From that pattern, use elemental shapes to develop a state seal. Keep in mind the climate, culture, and geography of the state when deciding on final colors and shapes. In this example we use Hawaii, and the final seal includes shell-like patterns.

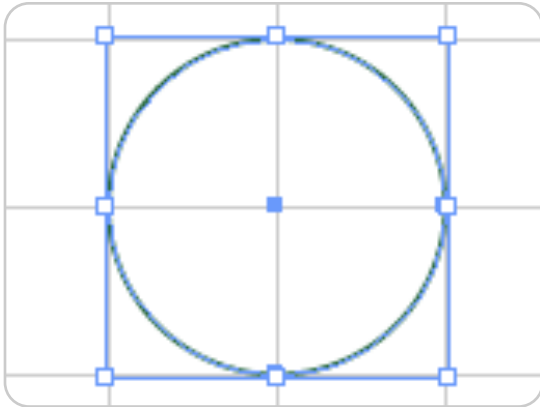
Presentation: 8.5"x11" high quality paper print.

Special Note: This is simply a tutorial example of how you can approach this exercise. You must produce you own unique patterns and seal to get credit for the exercise. You can use this as a guide on how to work through a process of development.

Exercise04: Patterning

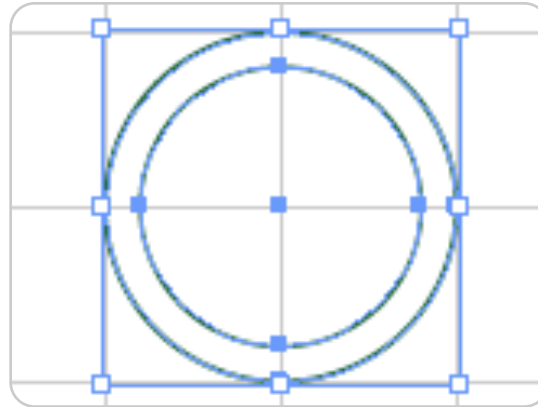
Obj. 1	Work with repeating patterns
Obj. 2	Use variety of shapes, line, and color

Obj. 3	Make custom pattern swatch
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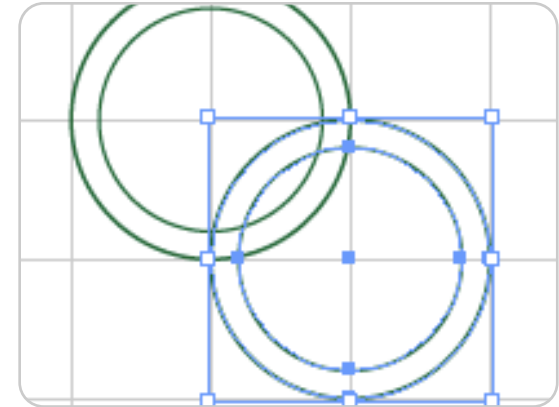
01: Make new file. Snap to Grid.

Details: Draw a circle.



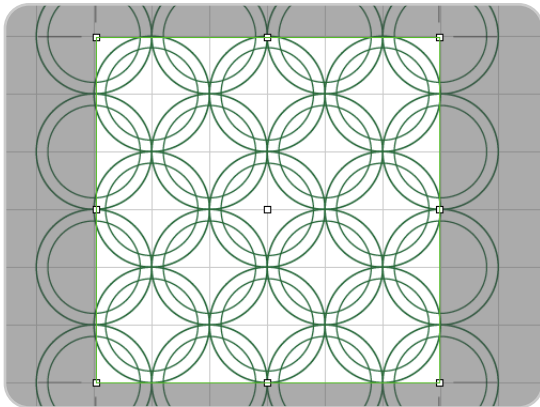
02: Scale and copy a smaller version

Details: Group.



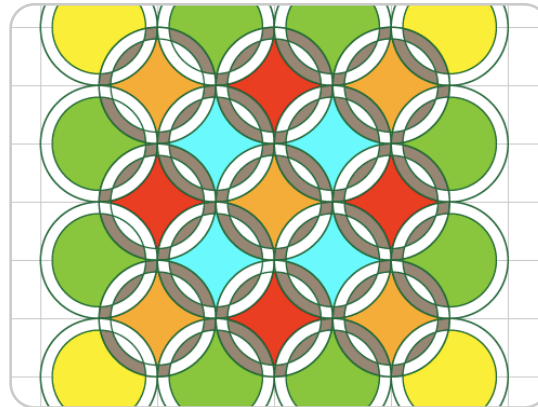
03: Duplicate the ring group

Details: Continue this on the grid



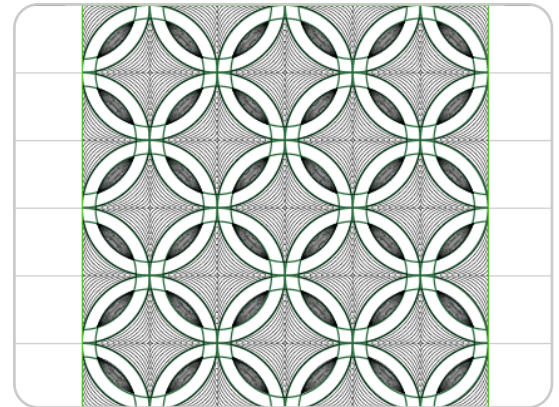
04: Fill the 3"x3" space with overlaps

Details: Go one full iteration beyond bounds of document



05: Copy the group off to the side

Details: Experiment with color patterns, meshes, blends, etc.



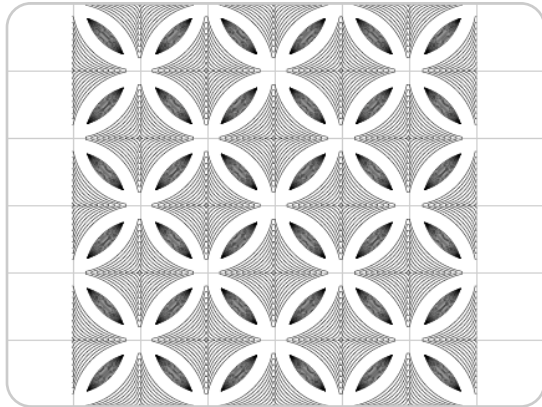
06: Continue experimentation (above, made line blends of interior spaces)

Details: Pay attention to how edges would repeat.

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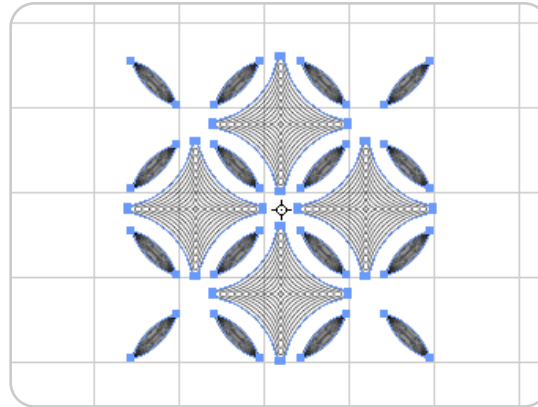
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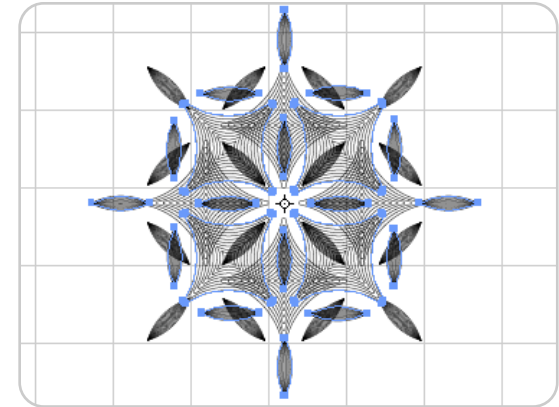
07: Final iteration with circle strokes removed. Drag this into swatch panel.

Details: Diamond edges halved



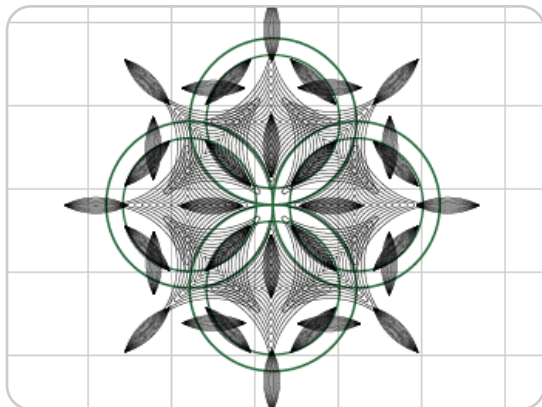
08: Pull out elements to start seal

Details: Group



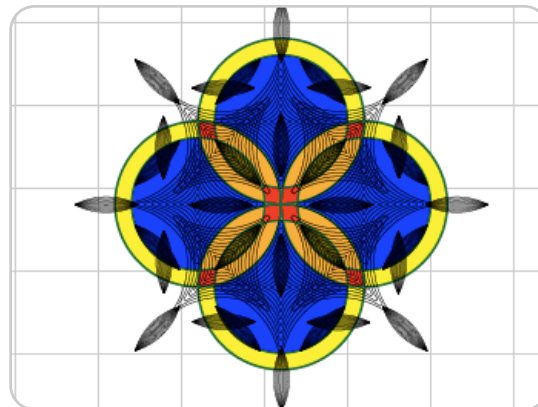
09: Transform (above rotate/copy)

Details: ...



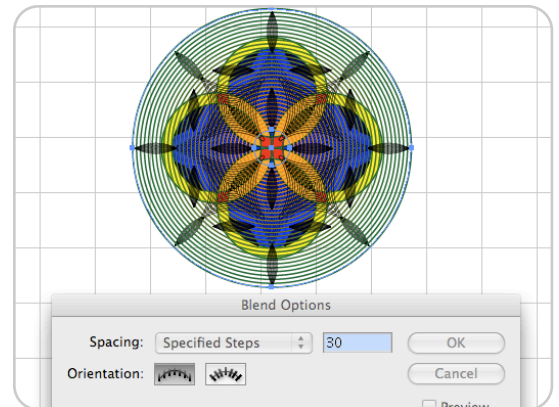
10: More elements from previous design circles

Details: Placed on top and grouped.



11: Live paint in the circles.

Details: ...



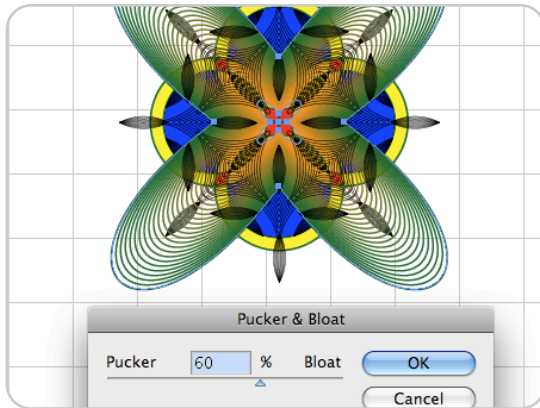
12: Create 2 circles: 1 large outer green, and one small inner orange.

Details: Blend Tool to create 30 steps.

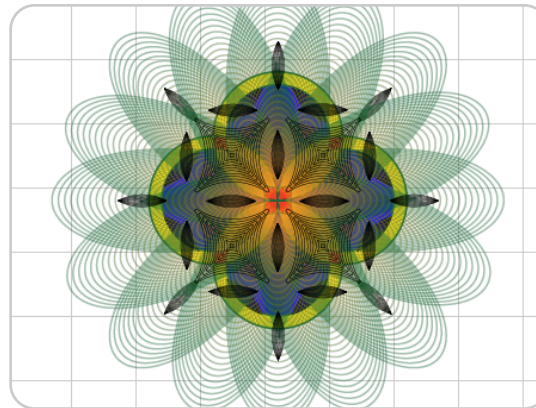
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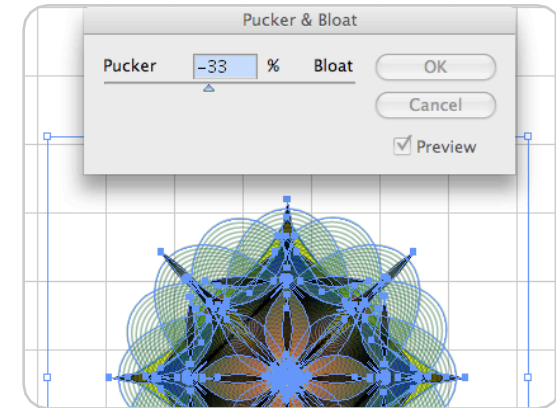
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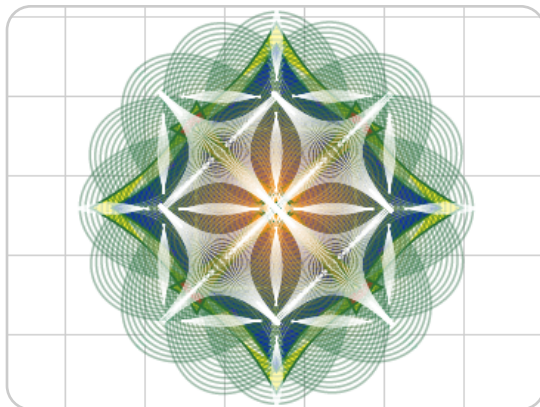
13: Add Bloat/Pucker distortion filter
Details: Filter > Distort > Bloat/Pucker



14: Lower opacity, rotate/duplicate
Details: Apply only to bloated object



15: Select all seal objects.
Details: Apply Pucker to whole seal.



16: Make last changes to color, etc.
Details: Print final swatch pattern and seal on 8.5"x11" high quality paper.

