

## PROJECT PREP

1. Choose a portrait of a someone you know. (You may need to take one with your phone or grab one from one of your sites.) Save the image to your computer.

(MAKE SURE IT IS A GOOD QUALITY PICTURE WITH A GOOD RANGE OF LIGHTS AND DARKS.)

2. Open a new document in Illustrator, make the file landscape or portrait depending on your photo. Title the document "Vector Portrait"

3. Go to File>Place to put your image onto the artboard.

4. Size the image to your artboard while holding the SHIFT key to constrain the shape. If you need to adjust your artboard size, click "Document Setup" in your control panel, then, Edit Artboards, and move the bounding box to the new size. Click on the Black Arrow (Selection Tool) to set the 'resizing'.

5. Make a Duplicate Copy of Layer one.

6. Label Layer one "Original" and lock it.

7. Label Layer two "Cutout Effect"

8. Select your picture, and go to the Effect Menu > Artistic > Cutout

9. Select the Preview box. Watch the image as you adjust the settings:

Number of levels should be 7-8 (must be a high #)

Edge Simplicity should be 1-2 (must be a low #)

Edge Fidelity- 1, 2, or 3 (watch as you change to see the difference)

7. SAVE!

8. Lock the Cutout Effect Layer.

9. Create a new layer. Label it the part of the portrait you plan to trace first. Ex. If I did the glasses first I would label it "glasses"

10. SAVE!

## TRACING A SECTION AT A TIME

1. On the new layer, use the Pen tool to trace your first section. Remember, holding down the ALT key and clicking on the curve anchor allows you to change direction abruptly (removes the lead handle) and holding the ALT key while clicking on a handle allows you to move only that handle.

MAKE SURE THE FILL IS OFF!!! YOUR STROKE SHOULD BE BRIGHT OR DARK DEPENDING ON WHAT YOU ARE TRACING.....MAKE IT A CONTRAST! WE'LL GO BACK AND TURN OFF THE STROKE WHEN THE TRACING IS DONE.

2. Once an entire area has been traced, do a Marquis selection to select all of the paths and Make it into a Live Paint Object. (Object Menu > Live Paint > Make) If you select Paint Bucket (K) and need to sample a color for a realistic palette, use the ALT key to switch back and forth between Paint and Eyedropper. If you are using the swatches from your monochromatic or Fauvist folder you created, you will click on the color you need and fill from there.

3. Switch the visibility on and off with the Reference layer to make sure you are outlining/coloring everything you need in that section before you Expand it. (You cannot edit a Live Paint after it has been Expanded.)

Once you have finished a section, filled it and expanded it, create a new layer and begin the next feature. LABEL the layer so that you can easily find it later. Repeat the process for each feature, creating a new layer for each one as you go.

## **CREATE YOUR SWATCHES- ONLY IF YOU ARE MAKING MONOCHROMATIC OR FAUVIST**

(You are going to collect the colors from your portrait to make it easier to select them later.)

1. Open Color Panel.
2. Mix your color to your liking.
3. Open your Swatch Panel.
4. Create a New Group.
5. Click on New Swatch.
6. Drag the swatch into the new folder if it did not automatically go there.

## **BACKGROUND**

1. Create a new layer and drag it to just above your reference layer.
2. Modify as you like, maybe even using colors from your reference photo or new folder.
3. Think Unity!!!