

## 2.01 CREATE A SIMPLE GRAPHIC

**Directions:** Follow the steps below to create a simple graphic image.

1. Draw a picture on a piece of white paper using pencil. Don't worry about wiggly lines or overlapping lines. These will later be erased. Don't push too hard on the pencil. Try to work lightly. Drawing is a personal choice. Keep it simple at first to experiment.
2. You now need to outline your work with ink before it can be scanned. Choose a marker that does not smudge and dries quickly, such as a Sharpie fine point fast dry black permanent marker. Carefully go over the lines of the drawing, making sure there are no gaps or openings in the lines. Be careful not to smudge or cause blobs of ink. This can however be cleaned up with your graphics software program.
3. After you make sure the ink is completely dry, erase all of the pencil marks on the drawing. Use a good white artist's eraser to do this. Erase lightly and gently to prevent smudges or tears. After erasing, fix openings missed while outlining. Add more detail with a marker if needed. Remember though, you can't erase the marker now, but can with your graphics program if you make a mistake.  
  
Scan the image into a computer. If you are going to color the image, scan using color mode. If using the image as a printable coloring page or a black and white image, scan using black and white mode.
4. Now comes the fun part! Once the image is scanned into the computer open a graphics program. Open the image and work on the graphic to add color, texture, fonts, or change the size etc.  
  
When finished, save the image and post on a webpage.



The above assignment was borrowed from the website below:

<http://www.kidsturncentral.com/topics/computers/htgraphics4.htm>