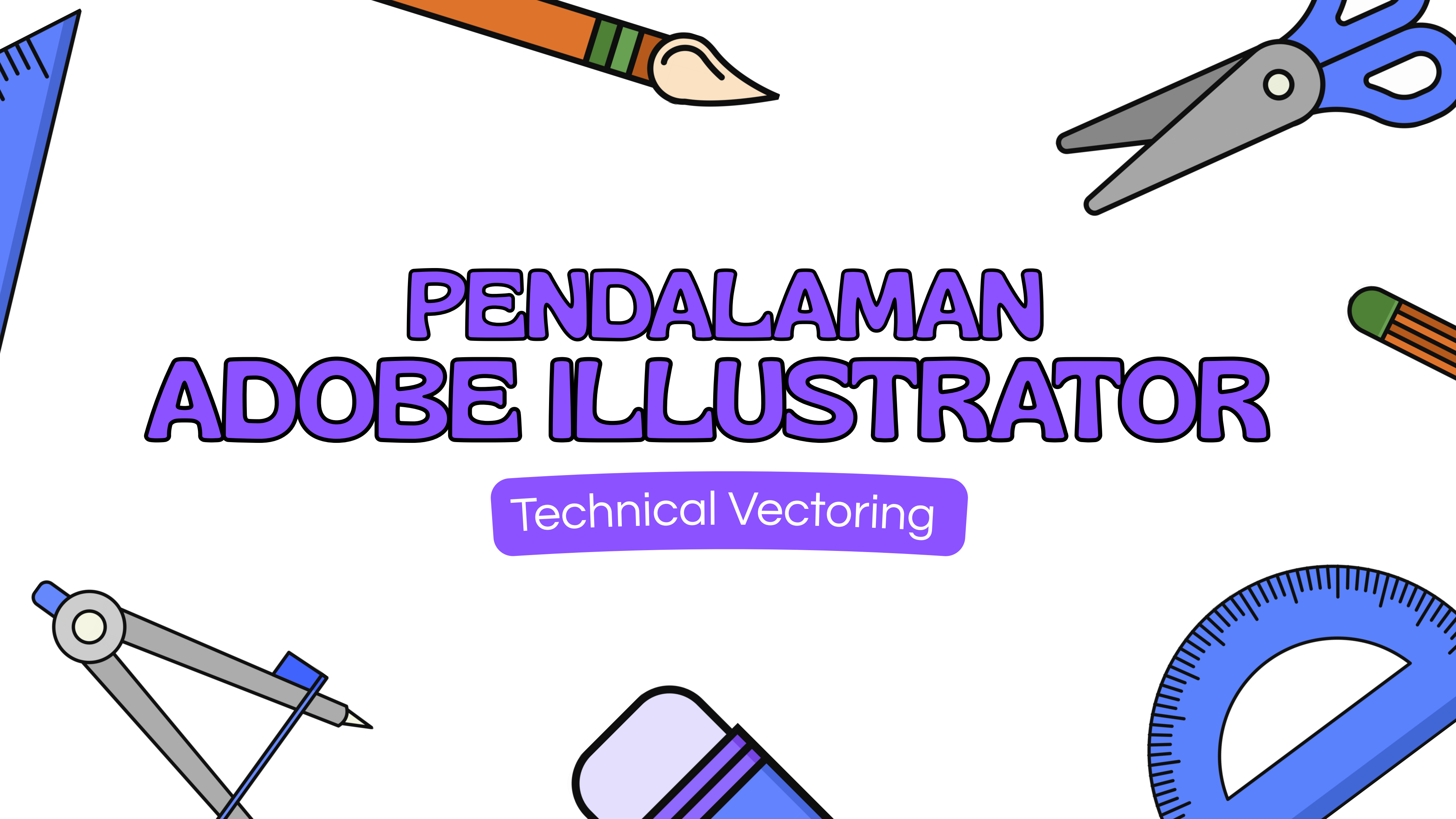
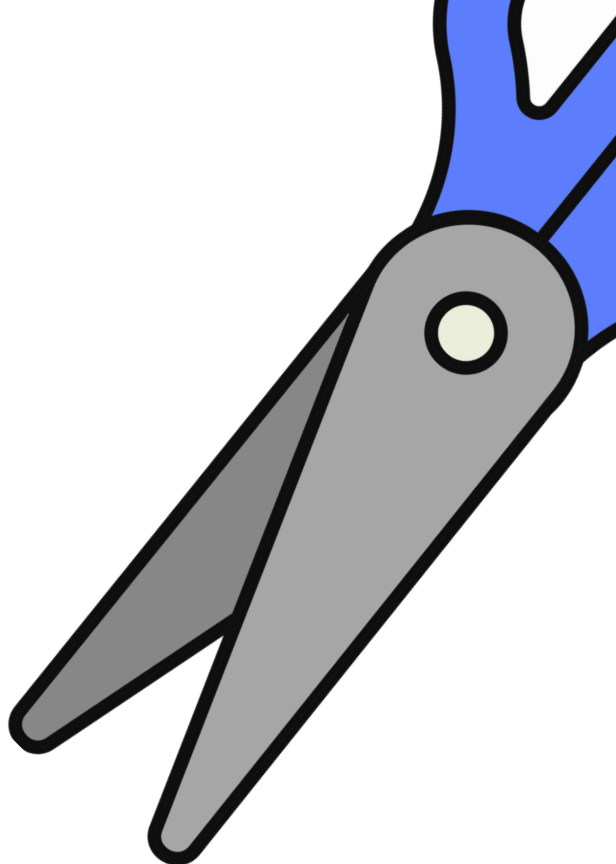
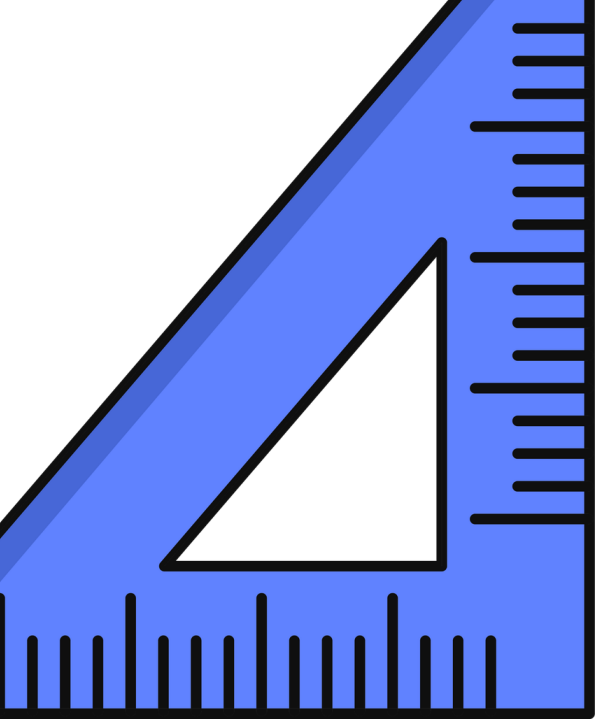




PENDALAMAN ADOBE ILLUSTRATOR

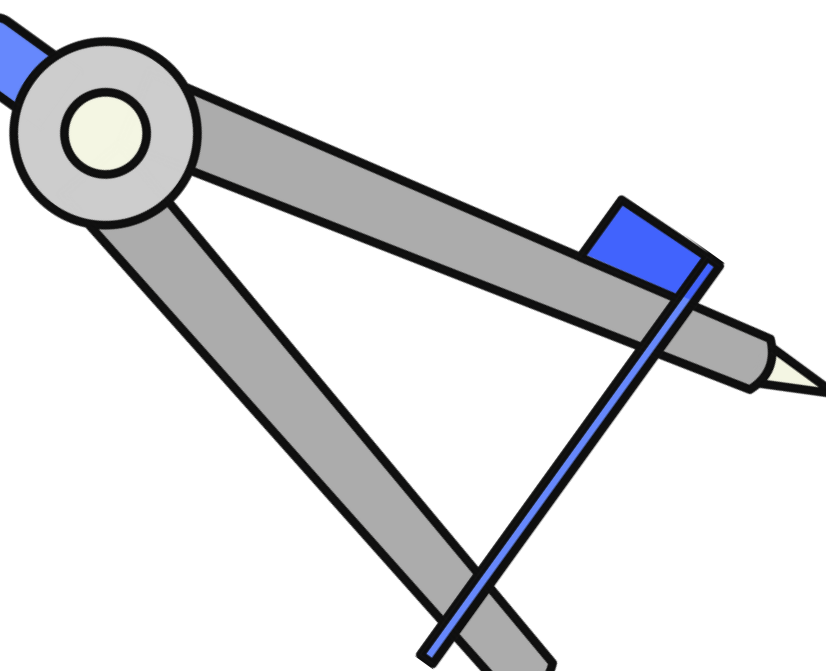
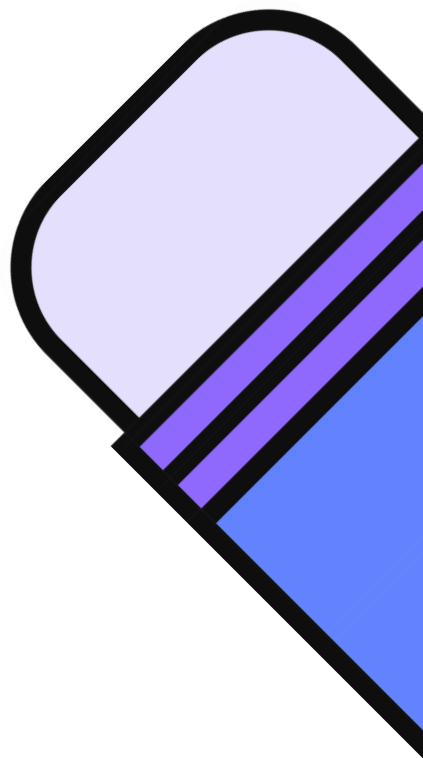
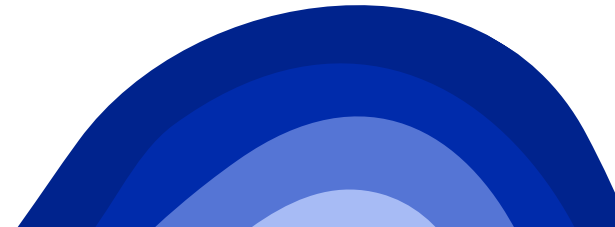
Technical Vectoring

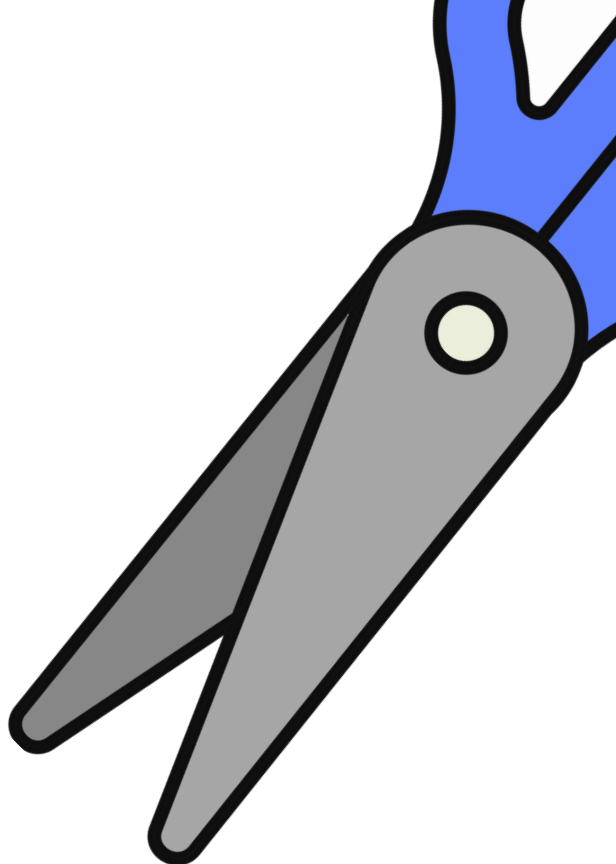
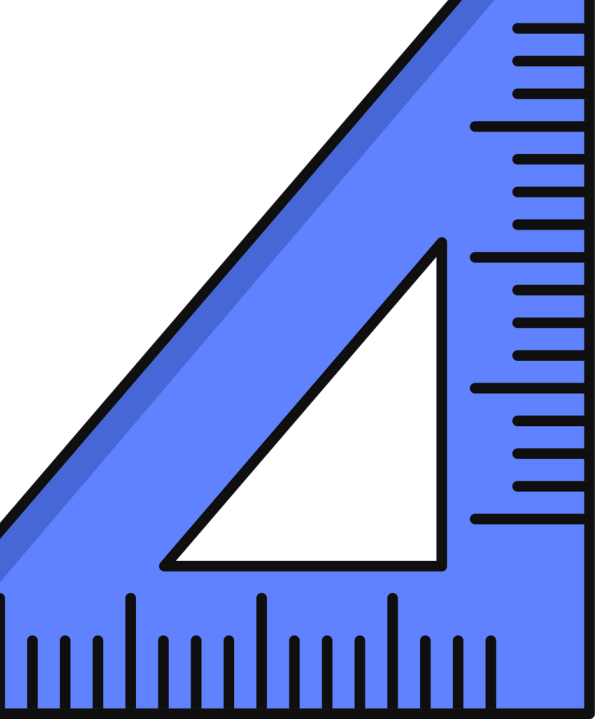


PENGERTIAN TECHNICAL VECTORING



Technical Vectoring adalah teknik membuat objek vector dengan memperhatikan:

- Ketepatan bentuk
 - Kebersihan garis/path
 - Proporsi
 - Kesimetrisan
 - Struktur objek
 - Efisiensi penggunaan anchor point
- 
- 
- 
- 

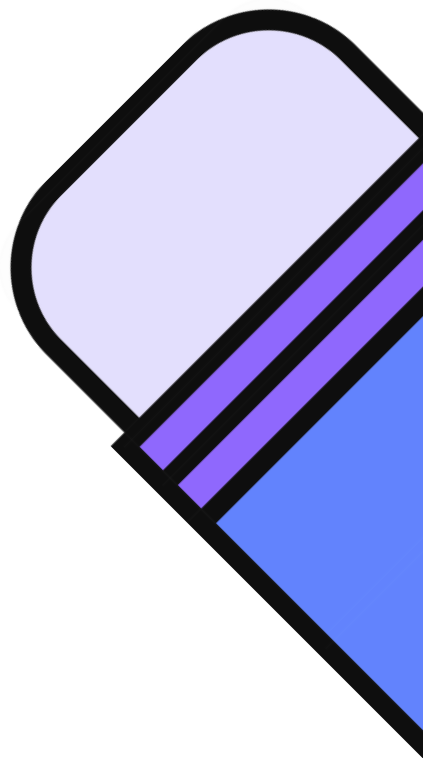
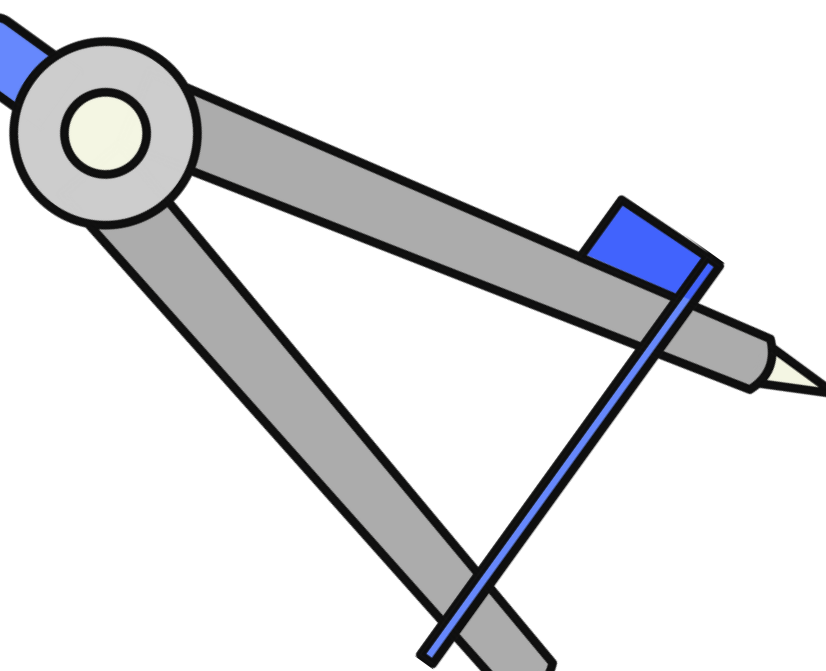


PENGERTIAN TECHNICAL VECTORING

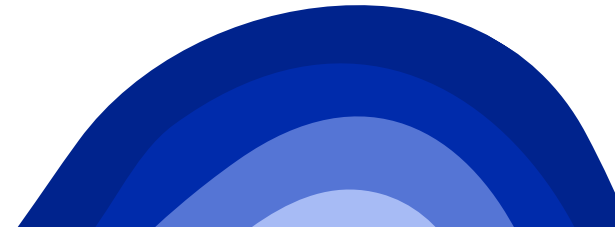
TECHNICAL VECTORING MERUPAKAN KEMAMPUAN MEMBUAT DESAIN VECTOR SECARA RAPI, PRESISI, DAN EFISIEN DENGAN MEMANFAATKAN TOOLS ADOBE ILLUSTRATOR SECARA TEPAT.



HAL UTAMA YANG PERLU DIPERHATIKAN ADALAH:
PENGUNAAN ANCHOR POINT DAN BÉZIER CURVE YANG EFISIEN.
PENGUNAAN SHAPE, PATHFINDER, DAN SHAPE BUILDER UNTUK MEMBENTUK OBJEK.



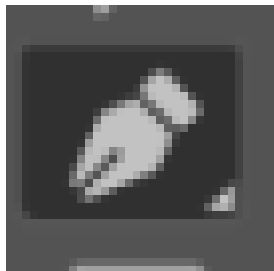
MEMPERHATIKAN PROPORSI, ALIGNMENT, DAN SIMETRI.
MEMBUAT VECTOR YANG MUDAH DIEDIT DAN MEMILIKI STRUKTUR YANG RAPI.
INTINYA: BUKAN HANYA MEMBUAT VECTOR YANG TERLIHAT BAGUS, TETAPI MEMBUATNYA DENGAN TEKNIK YANG BENAR, RAPI, DAN PROFESIONAL.



TOOLS YANG BIASA DIGUNAKAN

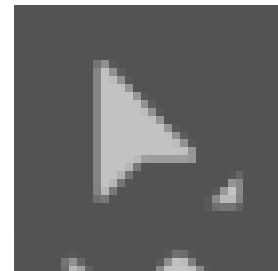


PEN TOOL

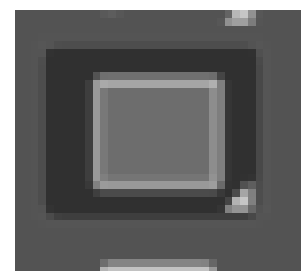


DIRECT

SELECTION TOOL



SHAPE TOOL



PATHFINDER

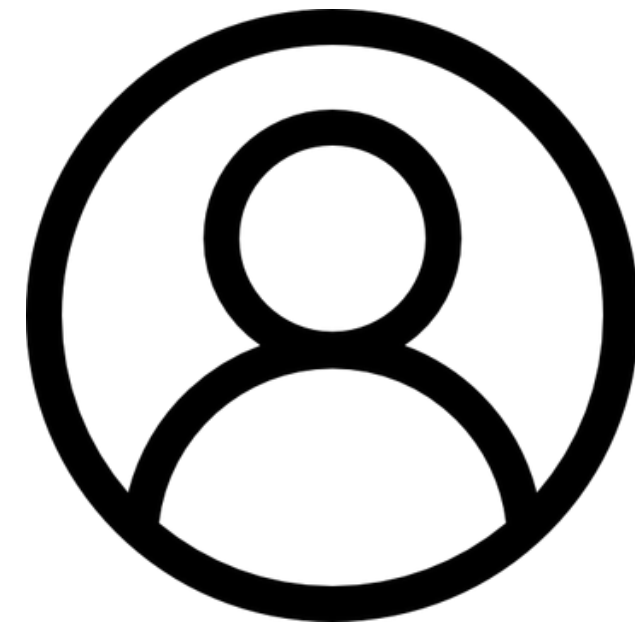


SHAPE BUILDER



TEKNIK : MEMBUAT BENTUK DASAR

Membuat objek dari Shape + Pathfinder/Shape Builder



**TERIMA
KASIH**