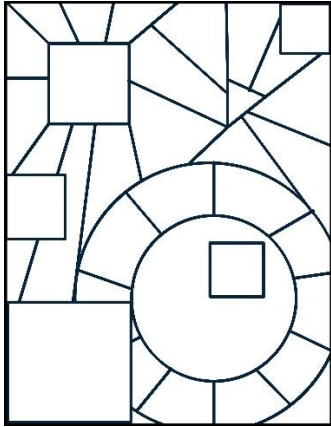


# Unity Project

In Illustrator create two abstract designs using multiple textures to show **unity**.

On layer 1, create multiple spaces (more than 20) using the line segment or pen tool.

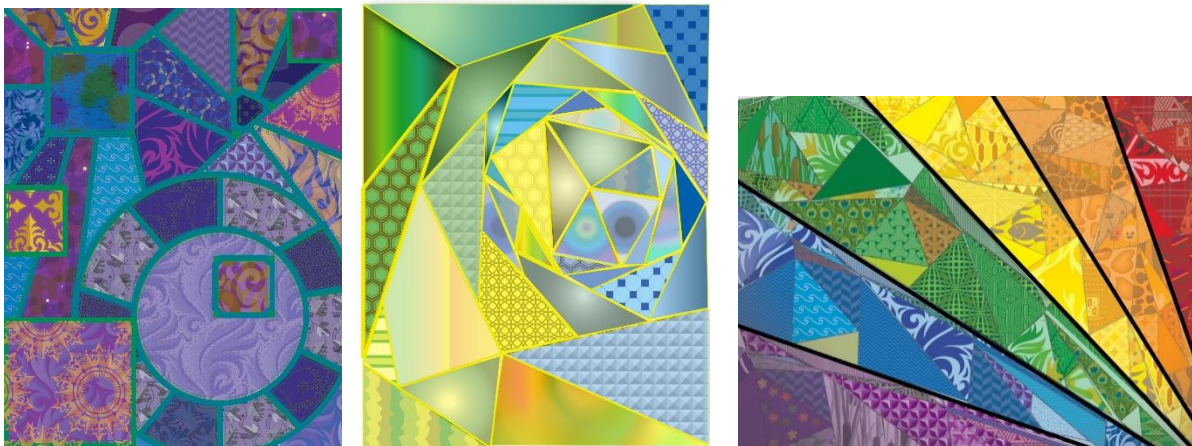


On layer 2, create shapes to fill the spaces with **invented textures**.

Use the **swatches** window to find various patterns and textures to fill the spaces.

Show UNITY in your design with **shape, color, and texture**.

**Experiment** with swatches and colors **layered** over other swatches and colors.



## Part 2

Scan the internet, and find three photographic textures from real life to match your unity project.

Manipulate the color of the images in Photoshop, if necessary, to match the colors of your project.

**Image ....Adjustments.... (Brightness/Contrast, Saturation, Color Balance, etc.)**

Using Photoshop, place the 3 images in three different areas of your unity project. These images should match seamlessly and not stand out from the rest of the textures.

Place your finished design in the Google drop box.