Seth Tidwell

What was your concept? What made you come up with or decide on this?

My concept was the city of Venice, Italy. Nice colors and water is exaggerated throughout my map. I came up with it because I didn’t want Thayer Street to be a normal street, I wanted it to be different and extravagant.

Describe at least 4 tools/skills that you used and needed to know in Adobe Illustrator. How/where did you use them?

I used the line tool to create the water along with filling it with a nice water pattern.

I used the shapes tool to build my little person on the waterfall, the tags throughout the map, the side streets, the bus, the bus tunnel, the key, and the border of my map.

I used the magic wand tool from photoshop to delete white backgrounds on the pre-edited tags, the waterfall, and the love-canoe.

I used write on a path for my seal.

I used patterns for my seal.

List at least one challenge you had during the creation of this map (gathering info, planning, using the type on a path tools, etc.)

My challenge was creating the river. I could not create a solid even river with one big brush. My alternative was to create multiple small lines with the water pattern and copy and paste them under each other to make it seem as one solid piece.

What is most successful about your map? Why?

I think my seal was the most successful about my map. It has the most of my tools and techniques all in one, along with a lot of creativity involved in one design. It really adds flavor to my map, entitling it to me.

If you could change anything about your map to improve it, what would it be? Why?

I would work on my bridges to make them look cleaner and neater. They are a little sloppy because I had to deal with the bending river. But they work.