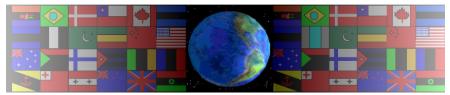
CONVERTING A PICTURE TO A SYMBOL / LOGO

V.Ryan © 2000 - 2014

On behalf of The World Association of Technology Teachers

W.A.T.T.



World Association of Technology Teachers

This exercise can be printed and used by teachers and students. It is recommended that you view the website (www.technologystudent.com) before attempting the design sheet.

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Many products, including drinks manufacturers, link their products to sport, especially when marketing to the teenage market. Often logos/symbols are used to promote an active, sporty image for the product. The images / symbols are often applied to promotional packaging. A simple technique for producing a logo is seen below.

EXAMPLE ONE

Select a picture from a magazine, catalogue or clipart

Simplify the drawing by shading / colouring the entire figure

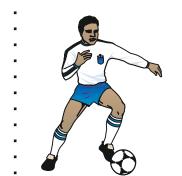
Add simple patterns that give the illusion of movement. Use a limited number of colours, too many will reduce the impact of the image/symbol.







EXAMPLE TWO



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QUESTIONS:

Using the technique shown above, convert the two pictures below to symbols. Remember to use a limited number of colours and add patterns to give the illusion of movement / energy.

