



ILLUSATATOR PROGRESS- GROOVE TOWN APP

PROGRESS	WHAT I LEARNT
	<ul style="list-style-type: none">- Today I just used the rounded rectangle tool to create this shape which I then added a black colour to it
	<ul style="list-style-type: none">- Today I used the eclipse tool to create the circle and arranged it above the rounded rectangle.- I experimented with different shades to find one that worked best- I added a shadow to the circle to make it stand out more.
	<ul style="list-style-type: none">- I used the circle tool again to arrange another circle on top however making it slightly darker to resemble a speaker- I added another drop shadow to make the second circle to stand out.



- I then made the shape of what I wanted my g to look like using the scissor tool to cut a piece out of a circle creating a G
- Experimenting with different colours along the way

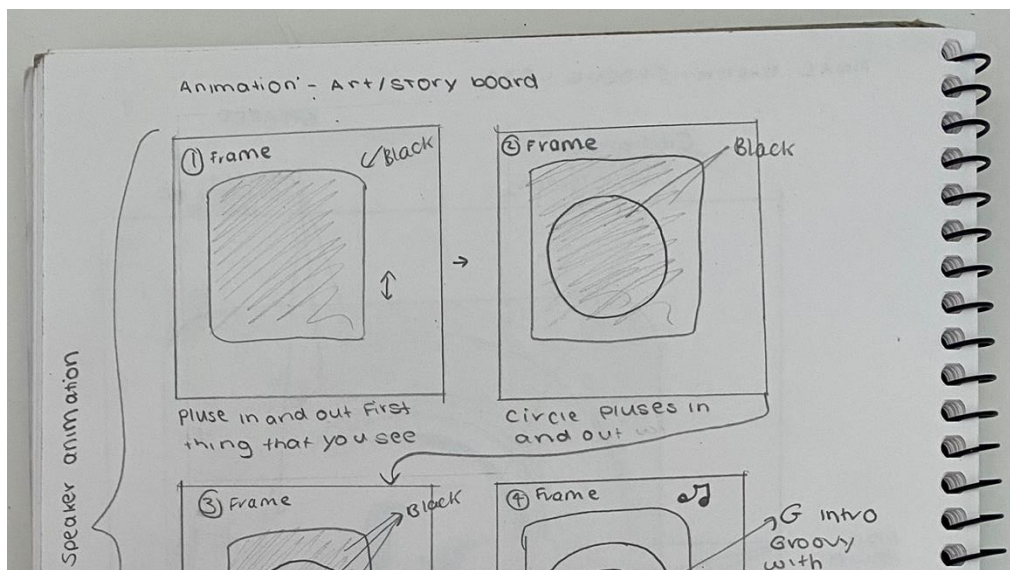


- I then decided on this style and used a light blue and green gradient
- I learnt how to add multiple colours to gradients



- I then added shapes and changed the opacity to come across as shading and added a flick through the g to look like one motion.
- I used the drop shadow tool on that too.
- Through using different techniques and tools I have created a logo that promotes the music aesthetic.

Animation- Storyboard



Goals for the Animation:

Clean simple with typography with spelling out Groove Town. The circles will vibrate resembling a speaker. The G to be revealed with one swoop. Sound with a low beat sound for the speaker part then a groovy tune that will play for the rest of it.

