**REFLECTION PAPER**

**Nick Neuschaefer**

For my personal honors project, I wanted to do something creative. I had been working on Photoshop and Illustrator, and always wanted to make something big. So I decided to create a movie poster for a game I had played recently. I enjoyed this project because it helped me overcome many of the struggles that I initially had with Illustrator. For instance, I used to be absolutely terrible at gradients. I didn’t quite understand how they worked. So, I looked online for help. I asked other people who could. I just kept working at it, and eventually I got it.

The other challenging part of this project for me was doing the glowing effects, shadows, smoke, and lights. I had thought Illustrator was useless for not having the effects that Photoshop has, but I learned that the effects are only presets of things you can do by hand, such as instead of a glow, I had a blurred version of the image in several layers behind a text piece. I think it was nice to be doing this project, as a lot of the challenges I ran into were quickly solved by things we did in class.

This project taught me just how extensive the toolset of Illustrator is, so I am glad I did it. I think that I did a great job, and I couldn’t be happier with the actual results of it. It forced me to learn placement of lighting, and when you can’t pull off something, you might be thinking too hard. There is definitely things I could’ve done differently, though. I spent way too much time messing with different ideas. I ended up spending about 2 hours in total just looking through ideas I had written down, but ended up doing the first one anyways. I also spent too much time trying to add in unnecessary details, such as dirt, cracks, etc. I didn’t know the toolset very well, so there was a lot of wasted time from searching things up.

As far as the final image goes, there is something I would do differently too. I would fix some of the lighting and shadows. I would also adjust the angles of the objects to fit an actual 3d perspective. I couldn’t edit them later, as I made the huge mistake of not properly organizing my layers. If I touched one object, another would disappear. I was lucky to end up setting it up right in the first place. But, overall, I think this was a fun experience, it prepared me for the future, and I would do it again.