

# INTRODUCTION TO COMPUTING

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Photoshop



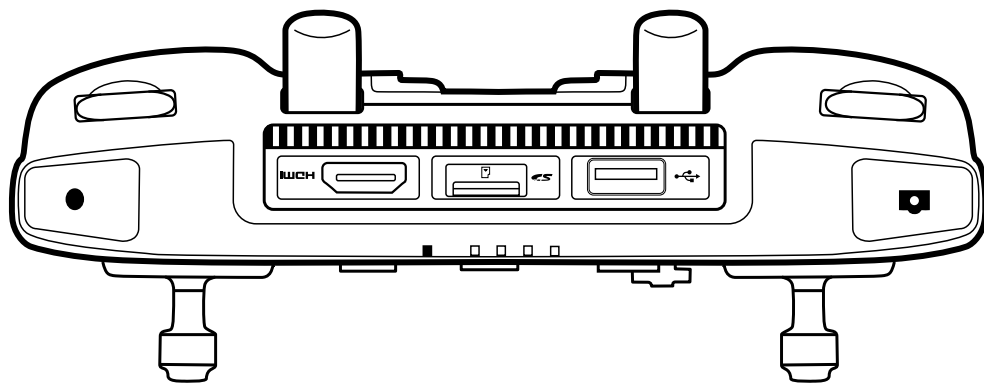
Axure



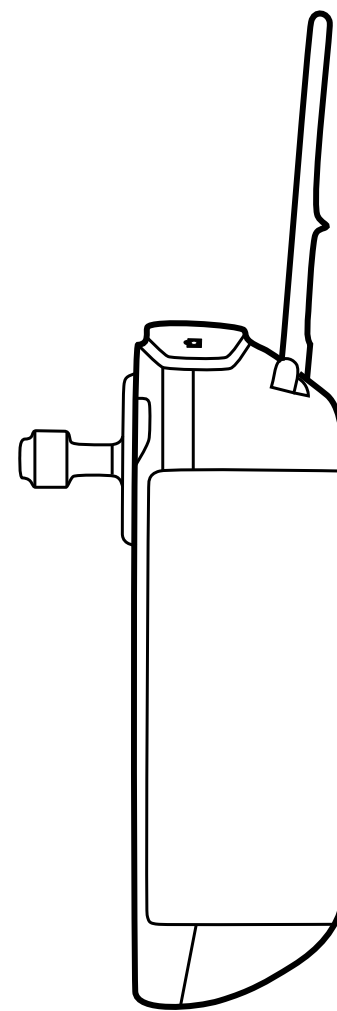
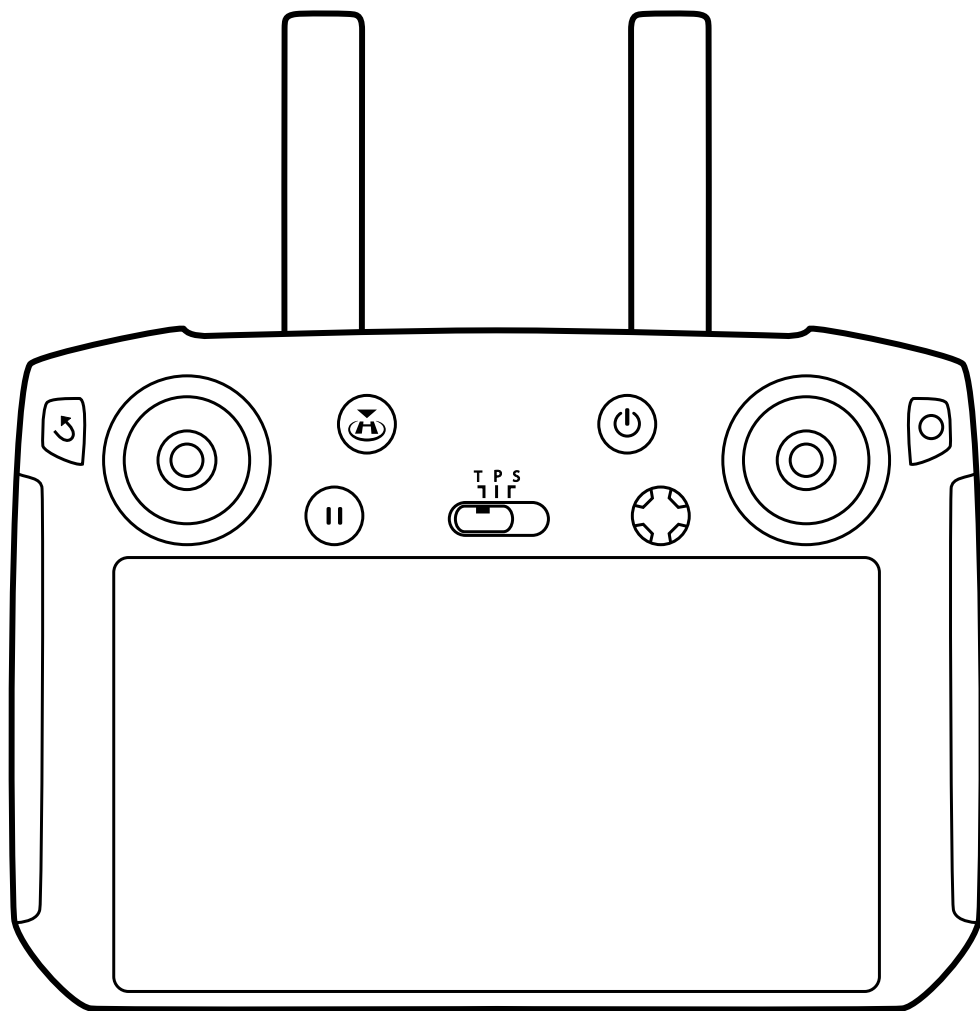
AfterEffects



# ILLUSTRATOR



I used Adobe Illustrator to create third angle orthographic projections of this DJI smart controller. Through this process, I utilized pen, line, and shape tools to along with layer and visibility techniques.





# PHOTOSHOP



Using Adobe Photoshop, I transformed the illustrated drone controller into a more realistic 3D rendering. It was constructed using non-destructive shading techniques to allow for more flexibility in the case of alterations such as color changes.



# AXURE



Axure RP was used to creat an interface proto-type. This can be demon-strated using the button below. Through this interface, one can turn on the device, simulate steering a drone with the joysticks, capture pho-tos, and record the view from the drone.

[CLICK HERE](#)



# AFTEREFFECTS

Adobe AfterEffects was used to demonstrate the use of the DJI controller through animations. The 12 principles of animation were used in constructing the video. Specifically, staging, arcs, pose to pose, and solid drawings were utilized.

