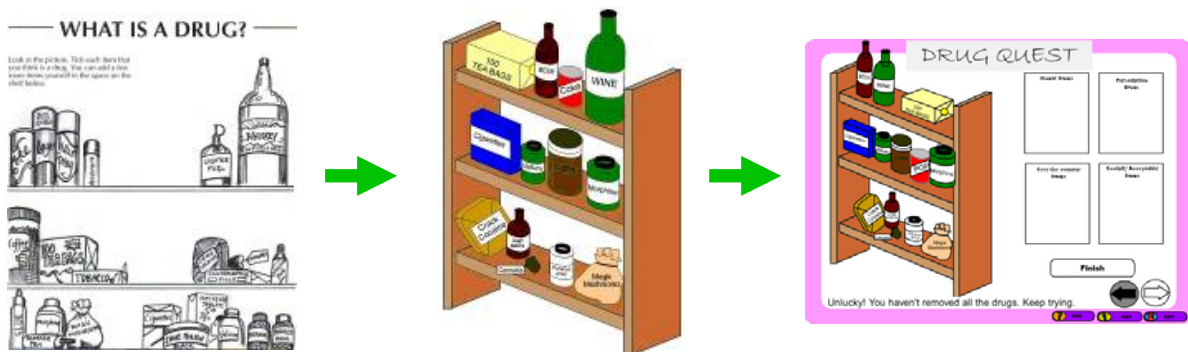


Workshop: Cartooning with Macromedia's Freehand
Tutors: Audrey Fryer^{P*}
Pre-requisites: None
Necessary equipment: Desk Space and power supply for Laptop machines
Duration: ~ 1 hour

Vector graphics can be used to create 2D Animations, Interactive 2D games, Multi-media Applications and enhance Websites. Generally, computing students do not have the confidence to create these types of graphics because they feel they lack artistic skills. The aim of this workshop is to introduce a technique that will allow them to produce good graphics which does not rely on their ability to draw.

For example, the graphics below were created for a Drug Education Multimedia Application using Freehand.



This is a very practical workshop. A digital photograph is taken of the student's face and then, using various drawing techniques, converted into a vector graphic which is added to a cartoon joke.

^{*P} School of Computing, The Robert Gordon University, St Andrews Street, Aberdeen, AB25 1HG
Email: af@comp.rgu.ac.uk