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Advanced Digital Media

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Client Project Reflection

One reason I chose to do this is because the graphics unit was my favorite. Illustrator was my favorite program to use, so I know I wanted to do a project that used that.

There were a couple of problems I had while doing this project. My biggest one was time management. I waited towards the end of the semester to work on my project, so I was more rushed to finish the project than I would have liked. At first, I was going to just do the project at school, but then I realized as it got closer to the due date that I would have to work on it at home too. Another problem that I had was that my client did not give a lot of feedback. When I started the project, she didn't have anything that she wanted included in the logo and just told me to do what I thought looked best. When I sent her the three logos that I did on Illustrator, she picked her favorite one and didn't say anything else about it. The project would have been a lot easier for me if she would have given me specific guidelines to follow.

During this project, I learned how important it is to manage your time. I waited a long time to do my project, so I was rushed to finish it. While doing this project, I also had to use some of the things in Illustrator that we learned in Digital Media 1 that I had forgotten about.

I think I did an okay job with this project, but not as well as I would have liked. I don't really like the font I used on the logo, but I couldn't find any other ones that I liked in the program. I wish I would have managed my time better so that I could have spent more time

fixing the final design in the end. My client and I discussed everything in person and she didn't give me any critiques, so I did not have any notes.