Idea representation
Design of the two snakes puzzle

Introduction.
Welcome, to this ice-breaker exercise in our course idea representation to experience the act of creation. We will experience the stages of production, the importance of iterations and articulating design decisions to create a meaningful final product. We plan to build a digital product. Your knowledge of graphic software (vector-based) will be handy as a skill for this assignment. Your contribution to the task is how you can improve upon the basic idea that is proposed and make it more challenging for the end-user (viewer). Let's gets on with the job.

Learning objectives:
- Representing your ideas
- Understanding drawing/illustration as an objective task.
- Creating effective communication through a particular medium
- Improve your ability to analyze your artwork.
- Improve spatial visualization

Task 1
Create a two-snake (or more) puzzle using the isometric grid. As in, draw the two snakes interlocked in a predefined isometric* grid space. Interlock the bodies of the snakes in such a manner that makes it difficult for the viewer to decode the puzzle. **What is the puzzle?** Usually, in such puzzles as a viewer, you have to match the head to tail of the snake by tracing the path. The role of the designer is to make it confusing so the viewer experiences a challenge to solve the puzzle.

Evaluation Criteria:
- Thinking new ideas
- Adding complexity to the puzzle
- Precision and neatness in execution
- Timely submission

Software:
- Adobe Illustrator CS6 or Above

How do I know my solution is the best?
The best solution will create hurdles while the viewer traces the path to discover the tail end of the snake. Rules of the isometric grid should not be voilated.

Important Note:
All artworks in landscape

Image size and resolution:
Vector 4:3 Ratio (Approx. to accommodate the cropping of the isometric grid)

What do we mean by isometric* drawing?
Isometric drawing is a 3D representation of an object on a 2D surface. The dictionary definition of isometric says, of or having equal dimensions (measure). In an isometric grid, the object appears as if it is viewed from one corner. See the figure below. Isometric drawings use a parallel projection; therefore, objects remain of the same size no matter how far away they are. Objects, thus are not distorted, and you can see all the three views, front, top and side(depth).
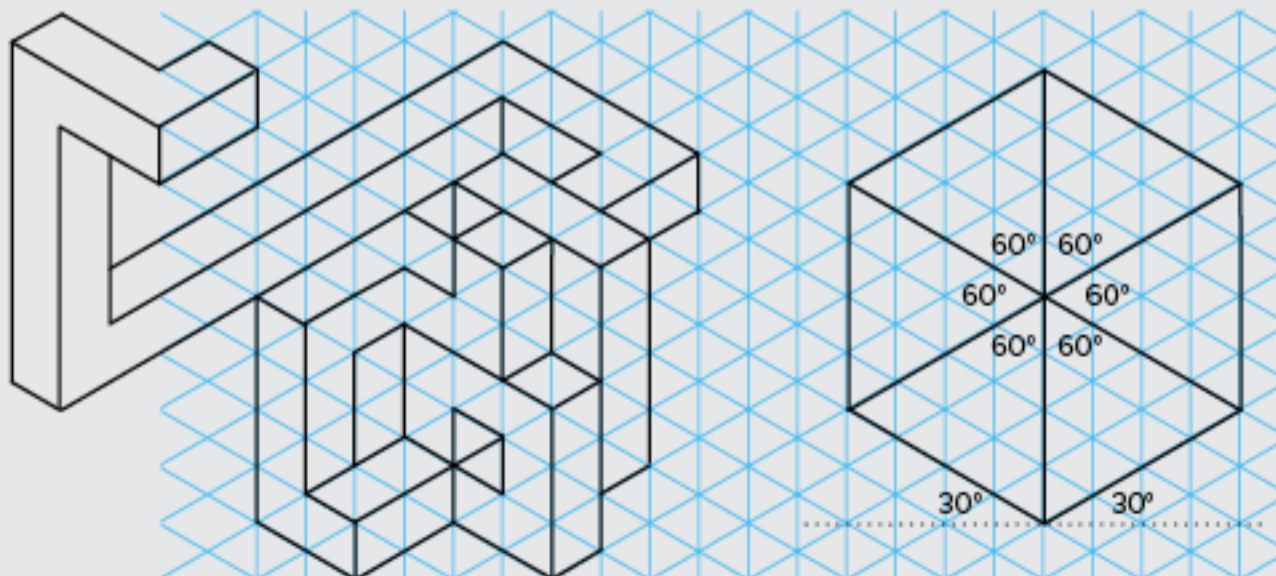
How to name your file for submission:
Use all lower case for names.
Arrows < > indicate variable containers do not use them while naming.
- <firstname>-<lastname>-T1.ai

Prerequisites:
Exposure to vector editing tool is a plus, not mandatory.

Attendance:* **Not Activated**
Positive Behavior Scheme (PBS)[1]

Time stamp:* **Activated**
I keep a record of you dropping the submission file to dropbox as per the announced deadline. Submissions after the deadline are marked late.

Submission:*
In Dropbox (when declared)

Figure 1: Interlocking example

Figure 2: Isometric drawing

* Only applicable to IDC students, if announced

Punch Mark