

## Assignment 1: First SVG Image

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### Student learning outcomes:

1. Students will create an SVG image that contains all the basic vector shapes.
2. Students will view their image in a web browser.
3. Students will navigate the edit – render process of going back and forth between the text editor and the browser.

### Real world applications:

1. Students will learn about using vector graphics to make logos, icons, and other web site graphics.
2. Students will make an image that has circle, ellipse, rectangle, polygon, text, and rotation of objects. These skill will enable to student to create graphics for web projects, whether at an agency, for an employer, for a non-profit organization, or working freelance. These graphics might include logos, icons, letterhead, stationery, and other images of corporate identity.

### Assignment requirements:

- Create an image that has these vector elements:
  - circle
  - line
  - polygon
  - polyline
  - rect
  - ellipse
  - text
- The elements will use these attributes:
  - width, height
  - fill, stroke
  - stroke-width, stroke-linecap
  - transform – rotate
  - font-family, font-size
  - text-anchor – middle
- The image will be called first.svg or objects.svg, all lower case, no spaces, svg file extension.
- The image will have the student name included in an SVG comment near the top of the file.

