

Assignment 8: Apple Logo

Student learning outcomes:

1. Students will use SVG paths, arcs, Bezier curves, and clipping paths to draw the multicolored Apple logo.

Real world applications:

1. Students will learn to draw a symbol logo.
2. Designers who can draw timeless logos are in demand.

Assignment requirements

- On graph paper, calculate and map out the coordinates necessary to draw the apple using a Bezier curve path.
- Enter the coordinates into the computer and draw the apple using an SVG path.
- Use clipping paths to lay out the various stripes that will be filled with different colors.
- Use the <use> statement to map out the apple outline only one time, but duplicate it seven times for the seven stripes.

