**Illustrator – Skull and Crossbones**

1. Start a new artboard and call it skull (make sure orientation is portrait).
2. Save as Skull by Last Name in your Illustrator folder and continue on. You will want to save frequently.

To create the skull, draw four shapes that you will unite to create the outline. For right now leave the background white and the stroke black for all shapes.

1. Use the ellipse tool to draw a large oval for the forehead.
2. Draw a narrow oval for the center (cheekbone area).
3. Draw a square for the jaw area.
4. Draw an oval for the chin.
5. Combine the shapes to make one compound shape. (Select all, Window, Pathfinder, Unite)
6. Draw the eyes using the ellipse tool with black fill. (Remember you can duplicate by holding the alt key and dragging the eye over).
7. Use the star tool to draw a 3-point star (triangle for the nose). Use black fill.
8. Use the pencil to draw the shape for the mouth. You will want to go all around to close the shape and fill with black.
9. Group your items to make one image (control + A or shift click to select all elements) right click and choose group.
10. Draw the bones by drawing 2 circles and a rectangle. Then copy the circles to other side of the bone. Unite to make all one.
11. Rotate the bone and place over the skull. Create a copy of the bone and place accordingly.
12. Select both bones and send them to the back (Object, Arrange, Send to Back).
13. Save As an AI file then Save As a PDF file. Copy the PDF file in your To Be Graded folder.