

Chapter**8****Integrating Publisher
and Illustrator****Project 8-10**Rubric
8-10**Project 8-10 (pages 366–370)****Add Symbols to a Label**

Directions: After you have finished your project, determine whether you have completed the criteria listed in the left column. Fill in the checklist in the shaded columns below and then turn the rubric in to your teacher along with your project.

	Student Checklist		Teacher Evaluation
Criteria	Completed	Not Completed	Comments
Copy the fruit drink can in Project 8-7.			
Insert the can into Project 8-9.			
Use the Map Art tool in the 3D Revolve Options to create a map of the can.			
Locate the can top surface. Apply Shade Artwork and Scale to Fit. Add the can top symbol.			
Locate the can label surface. Apply Shade Artwork and Scale to Fit. Add the label symbol.			
Rotate the graphic.			
Adjust the light source and light effects on each map to create realistic lighting on your fruit drink can.			
Expand the effects.			
Follow directions to save and print your work.			