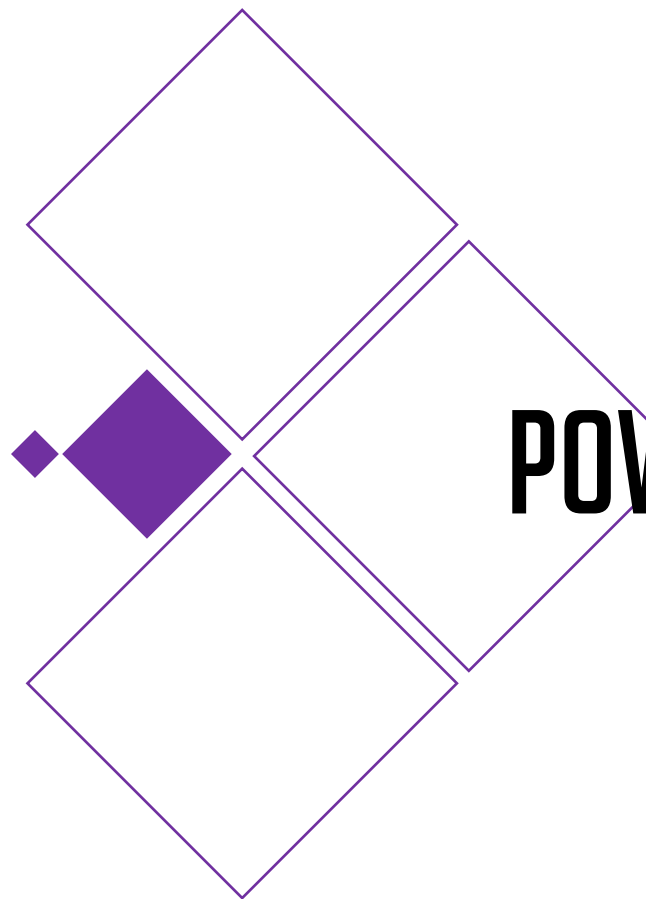


LEVEL  
2



USING NOTHING BUT POWERPOINT:  
**POWERPOINT DESIGNS.**  
BY ISAAC AGYEMAN





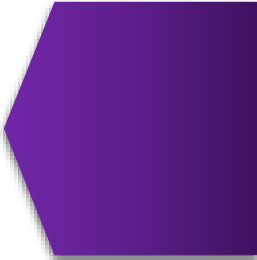
## PAGE 2 TO 8

Pages which will help you remember from where you've left off from the **LEVEL 1** Presentation.  
(For those who need a little help in remembering what to do)

## PAGE 9 AND ONWARDS

Is where **LEVEL 2** officially starts.

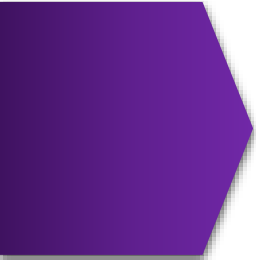
You may skip pages **2** to **8** if you feel that you do not need to revisit the previous session.



A purple arrow graphic pointing to the right, located on the left side of the slide.

So, you've checked out the **LEVEL 1** tutorial? Of course you have.  
You wouldn't be here if you hadn't.

**LEVEL 1** is the **FOUNDATION** of these tutorials. The iterations that appear after **LEVEL 1** will most likely be fairly short, but I do hope it'll help and benefit you in many ways possible.



In **LEVEL 2**, we're going to pick up from where we left off in **LEVEL 1**, and push your skills, awareness and design options a little more. You might even be a Pro already and may not even need to apply yourself to this 'Tutorial' -

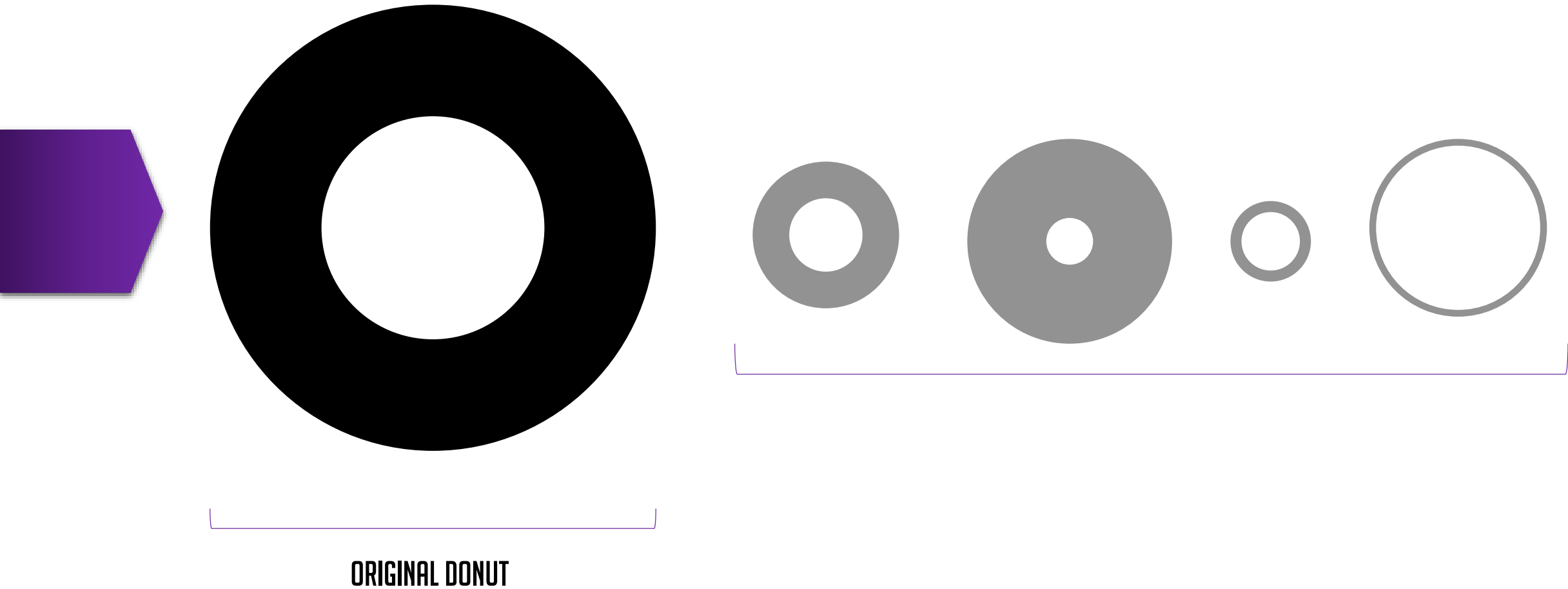
But for those who need a little reminder, do not worry. You'll catch on pretty quickly.

**RECAP:**

Remember these? (if not)

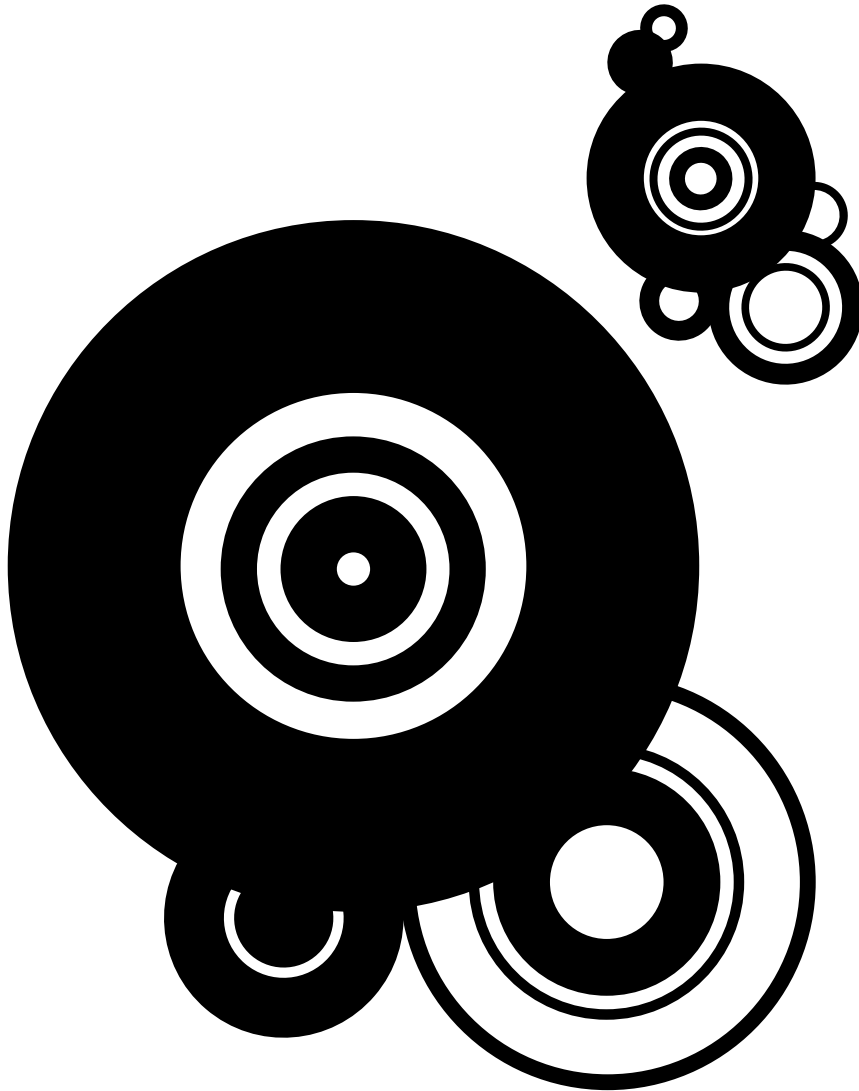
We created **5 DONUTS** of the same size by 'Copying and Pasting'. We then **RESIZED 4** of those **DONUTS**; making sure that all **4 DONUTS** contained their perfect physique and have to be smaller than the original **DONUT**.

**BUT not too small.**

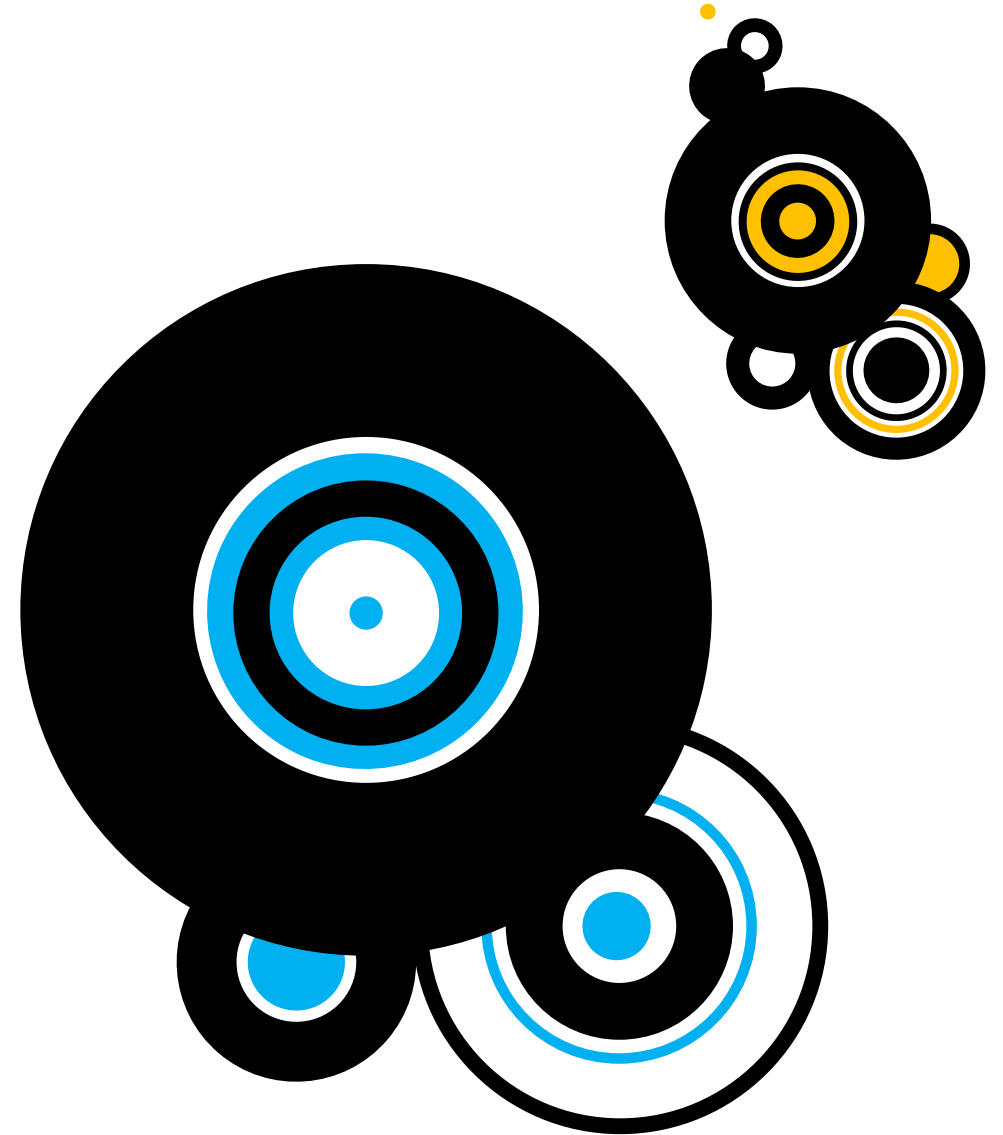


**RECAP:**

We then use the **ORIGINAL DONUT** as a base for our **RESIZED DONUTS**. We then applied the **DONUTS** onto the base with the intent to design. After doing so, we then proceeded to adding colour (**with the awareness of colour and contrast balance**)



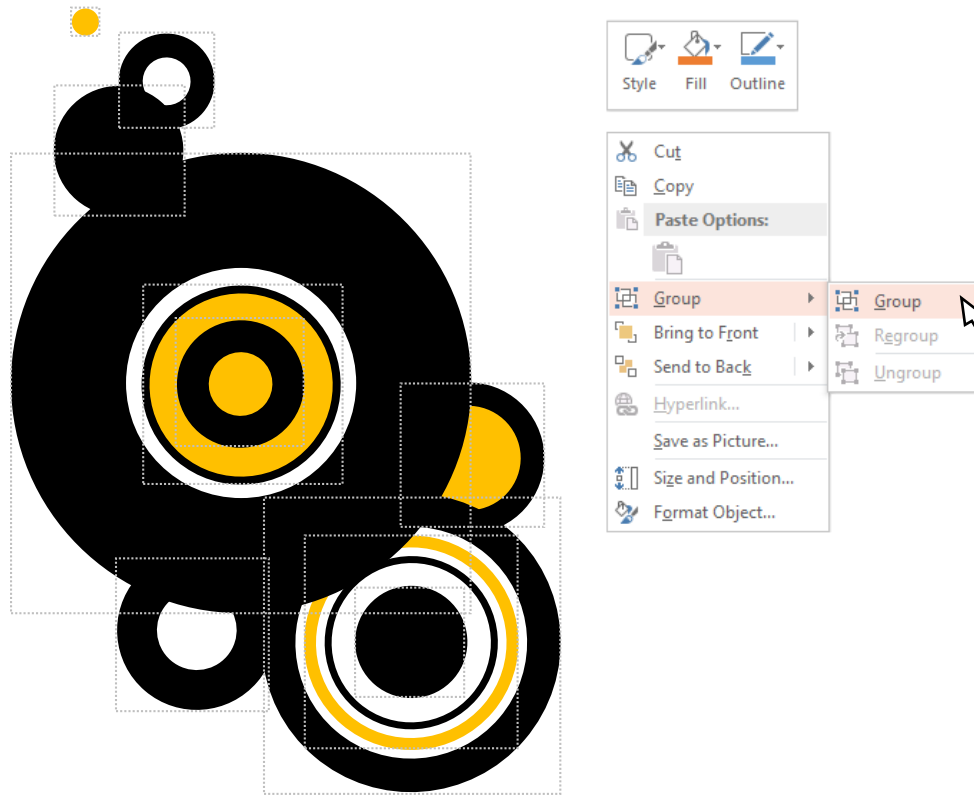
**ORIGINAL DONUT**



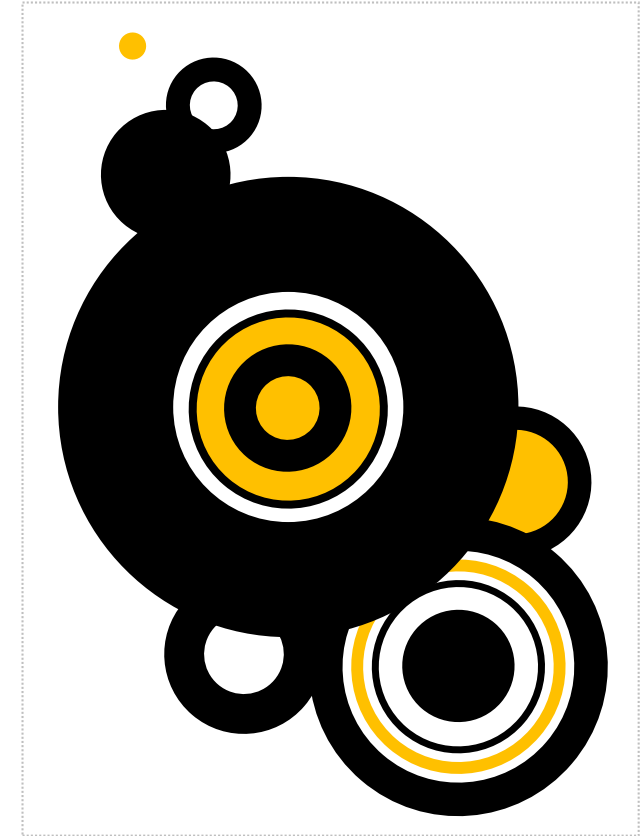
**COLOUR + CONTRAST**

## RECAP:

After that, we then **HIGHLIGHTED** the entire design; all of the loose bits, and then we grouped them all, making it easier for us to move our design around without bits falling off



RIGHT-CLICK ON A BLANK AREA ON YOUR CANVAS > **SELECT GROUP** > **CLICK GROUP**



YOUR DESIGN IS COMPLETE

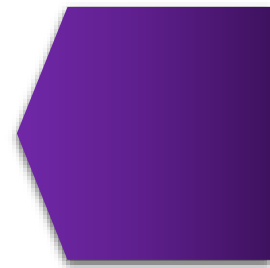
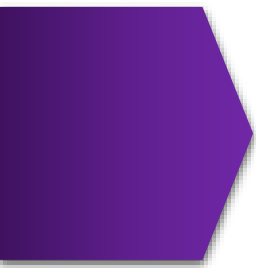
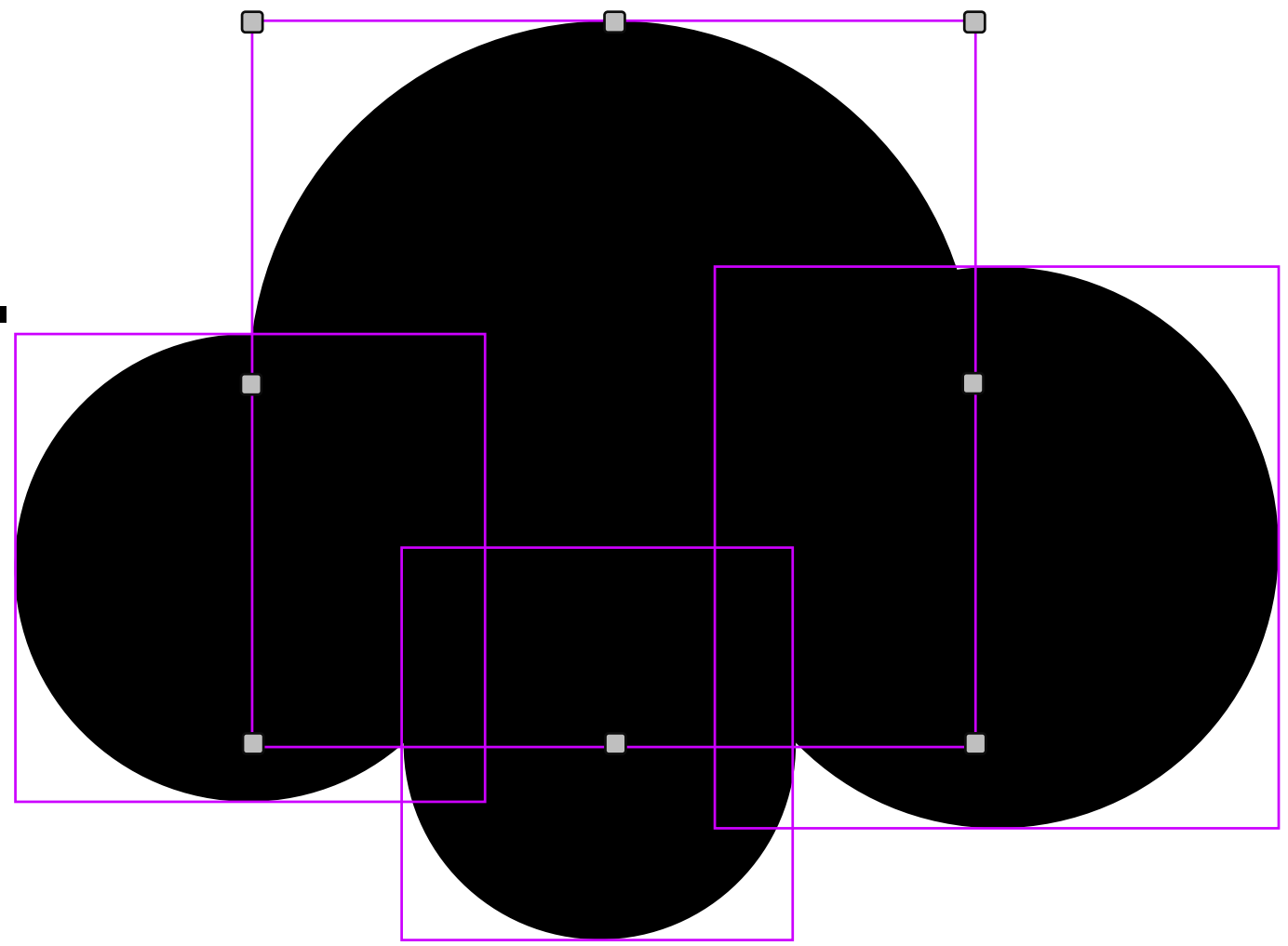


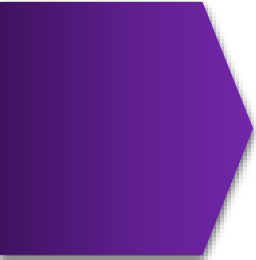
I hope you got a brief understanding of our previous “Tutorial” –

Now it's time we move on to the next level.

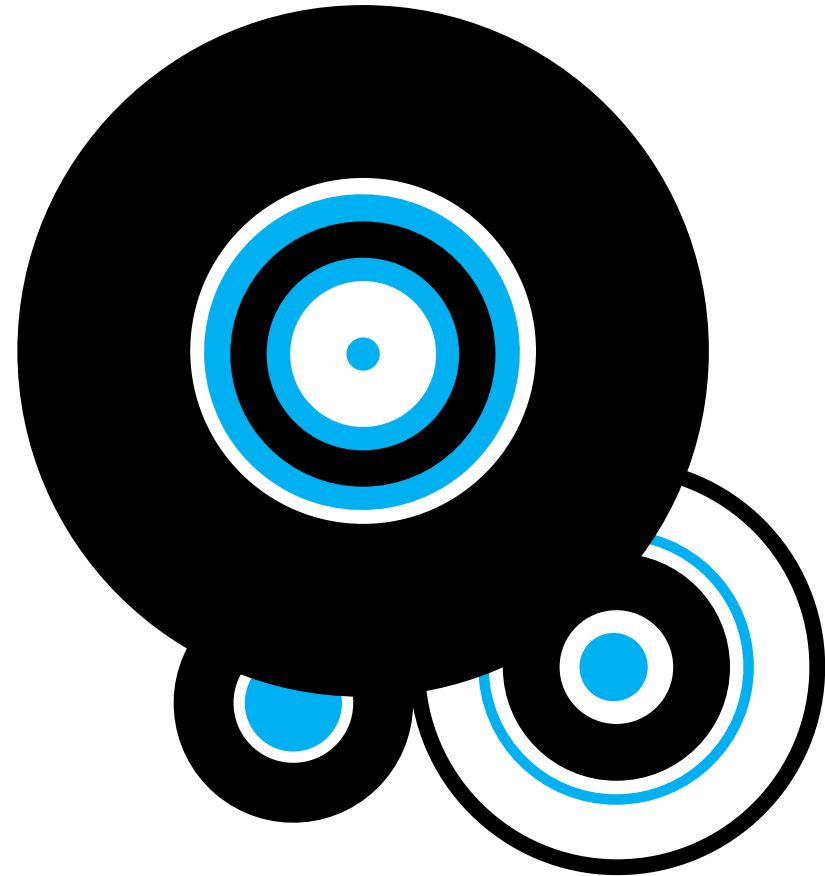


STAGE TWO:  
**APPLICATIONS.**





We're going to use **1** of the **2** designs we produced in our previous session for this session as a template.



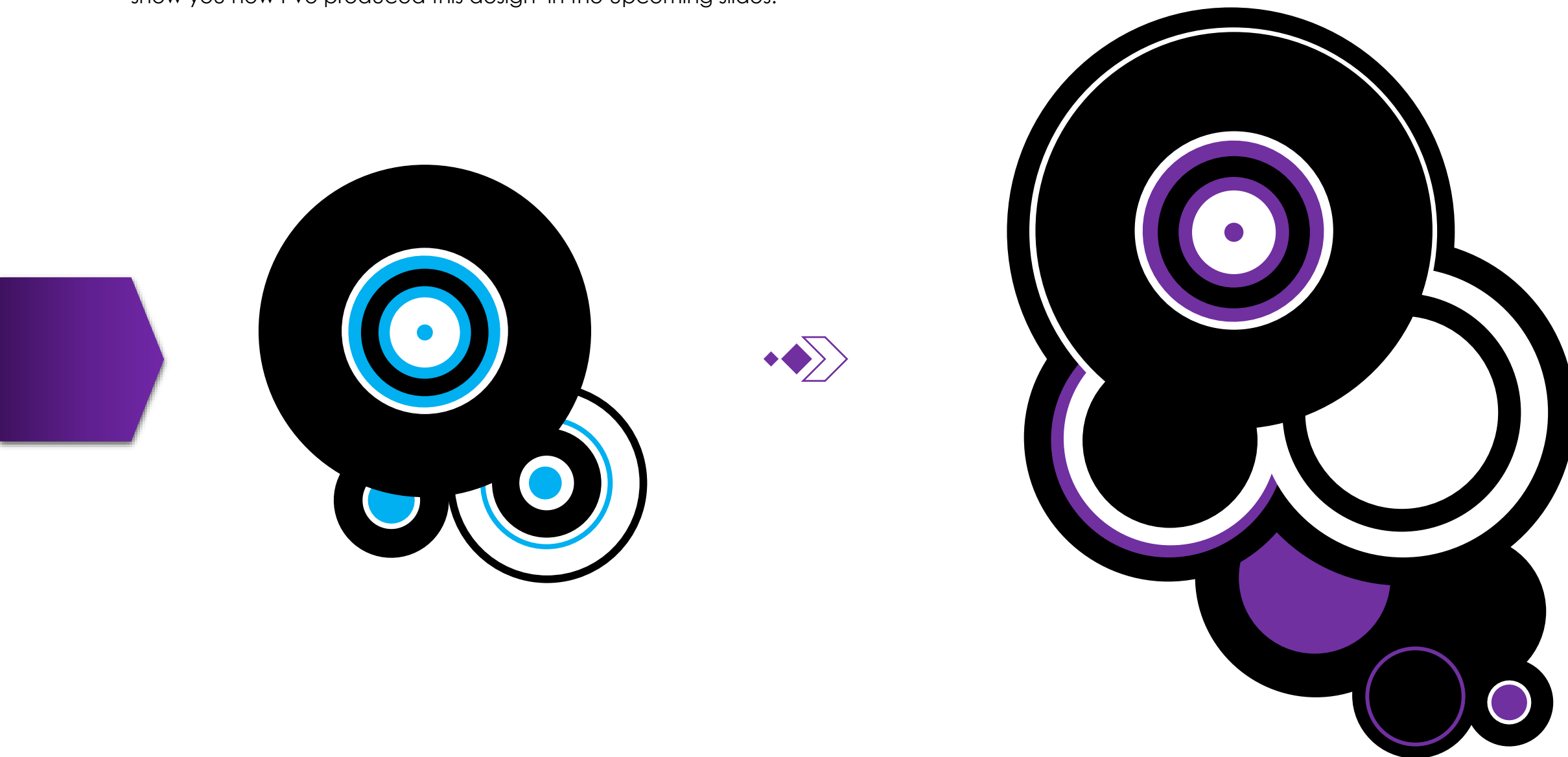


What we're going to do is, we're going to apply **MORE** to our design.

You already know the Basics, now we're going to push our creative boundaries.

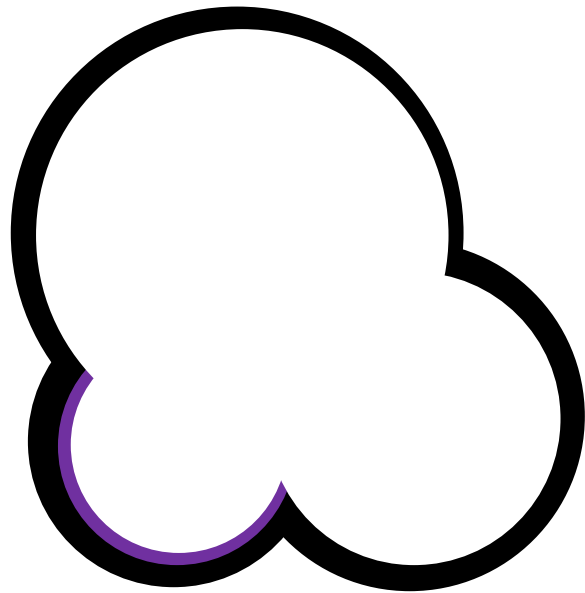
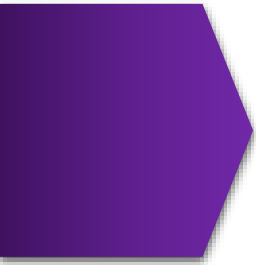
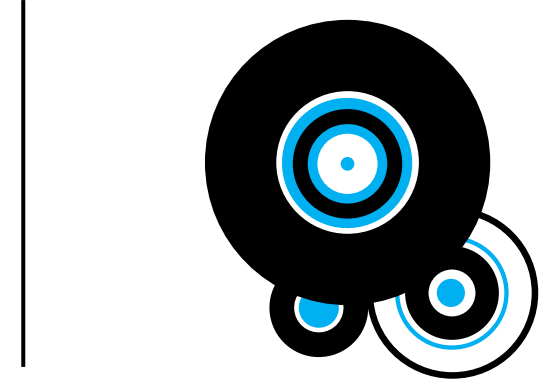
**TUTORIAL:** In this tutorial, we've stepped it up a little. You can see how much our first design has evolved.

The more options you provide yourself with, the more applications you will eventually consider. Try thinking outside the box when applying. I'll break this **DEVELOPED** design down a notch and show you how I've produced this design in the upcoming slides.

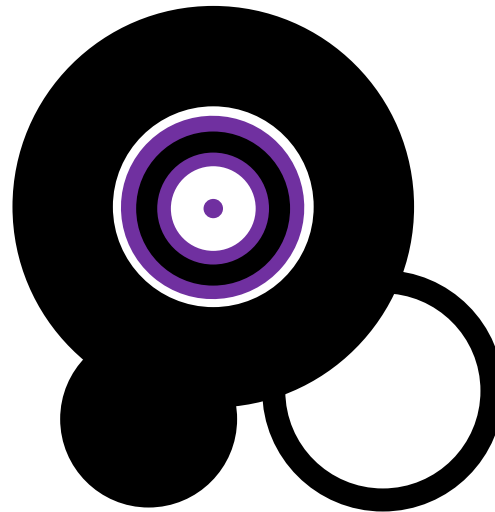


**TUTORIAL:**

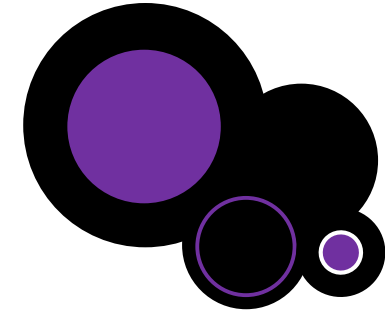
You see, this all may seem complicated, but it really isn't. I've stripped the developed design into **3 SECTIONS** to make it easier for you to point out the differences. As you can already see, **LAYER 2** and the design on the **TOP RIGHT CORNER** are essentially the same design, just **LAYER 2** has very little changes.



LAYER 1



LAYER 2

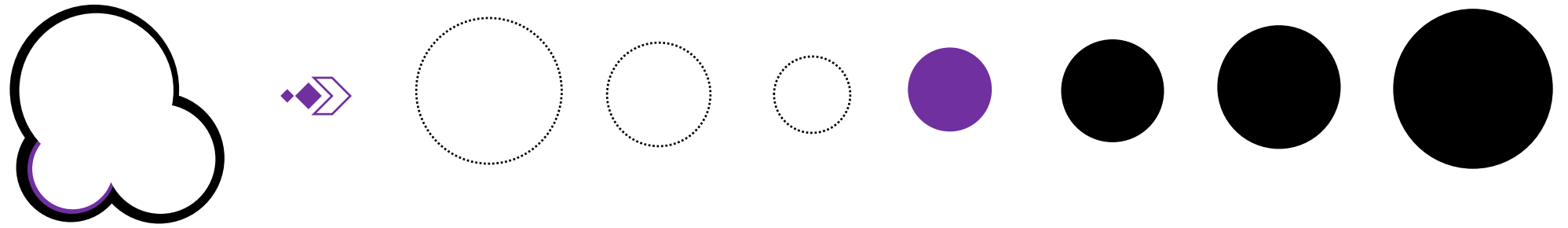


LAYER 3

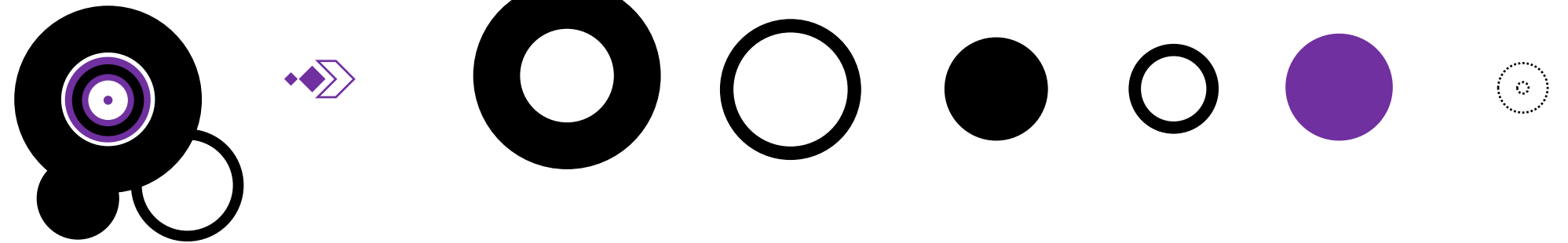
# KEY ASPECTS:

What each **LAYER** consists of:

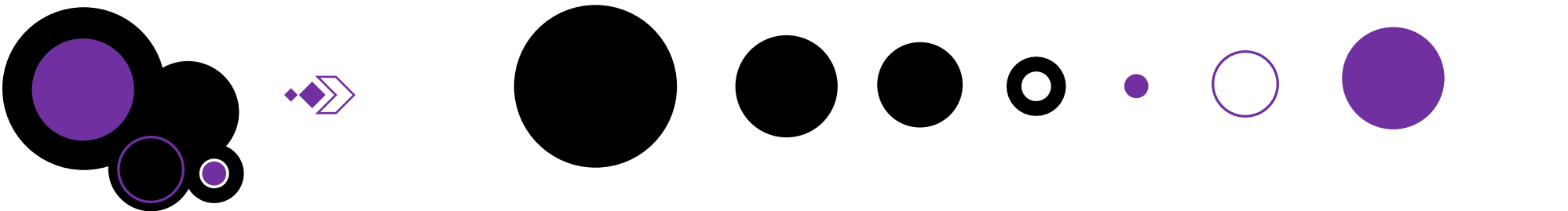
LAYER 1

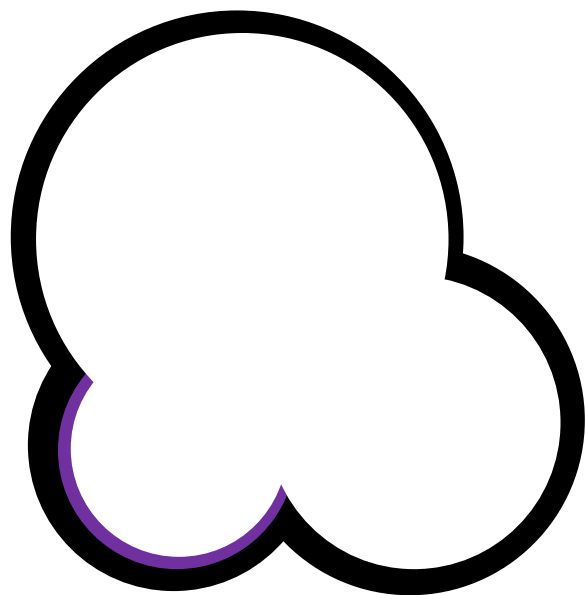


LAYER 2



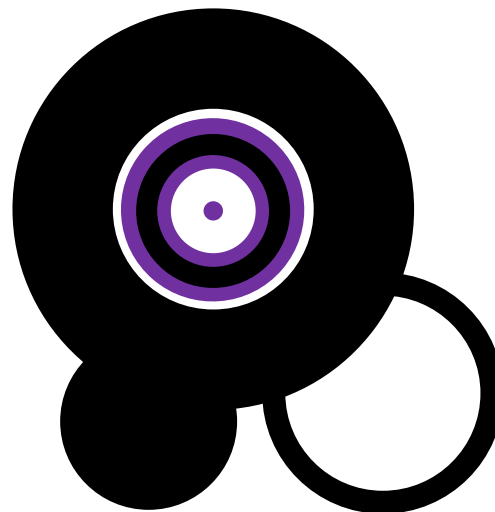
LAYER 3





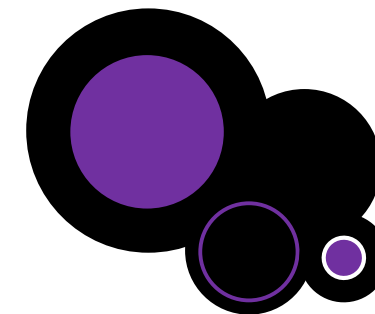
LAYER 1

- LAYER 1 was created with the intent to fit **LAYER 2 inside**.
- **A separate design that is placed behind a layer.**
- As you can see, it's the biggest design out of the 3.



LAYER 2

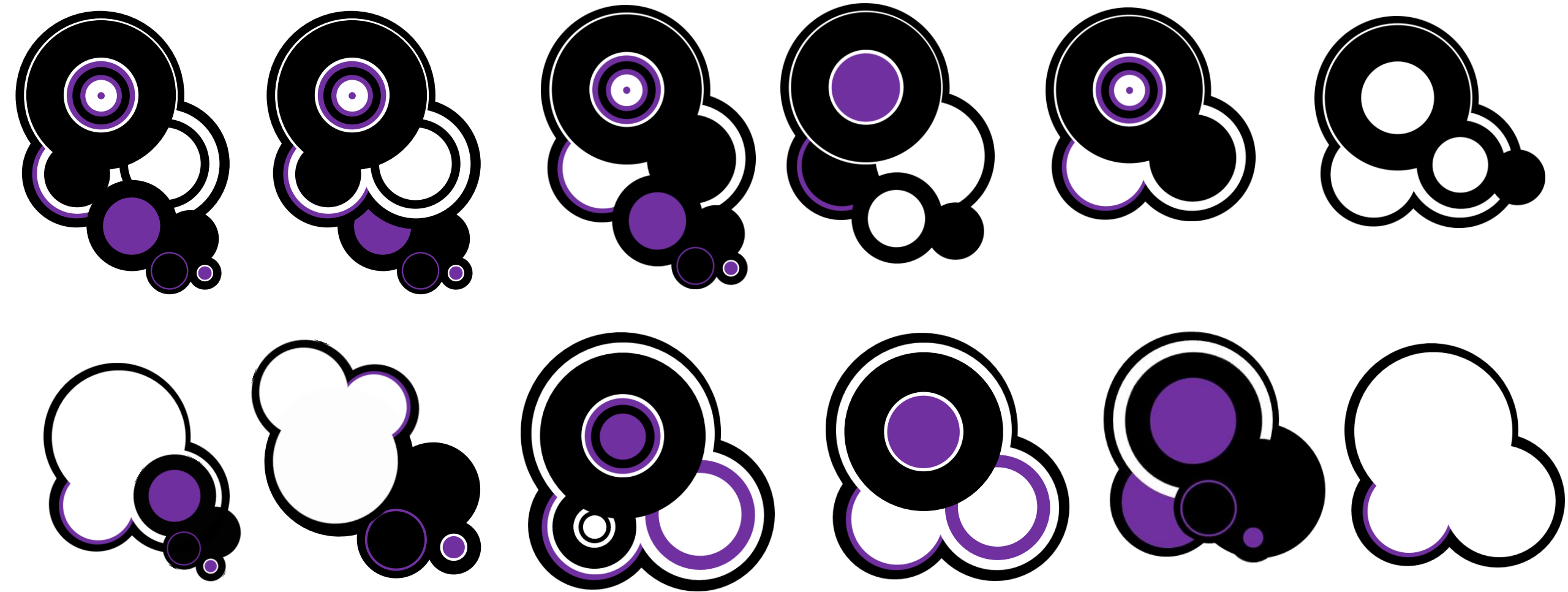
- **LAYER 2** is **LAYER 1**'s missing puzzle.
- **LAYER 2** can also be a separate design without needing to be fitted **into LAYER 1**. **It can also go behind it, attached to it, or even in front of it.**



LAYER 3

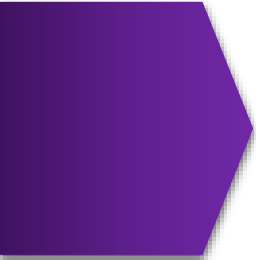
- **LAYER 3** is a rather unique layer. It was made small enough to go either behind **LAYER 2** (joined with **LAYER 1**)-
- Or in **front** or **part** with **LAYER 2** leaving the whole design split in only **TWO LAYERS**.
- It really is up to the designer.

**TUTORIAL:** There are many iterations you can make from just the one design.  
A small and well presented piece can still pass as a good and effective piece of design.



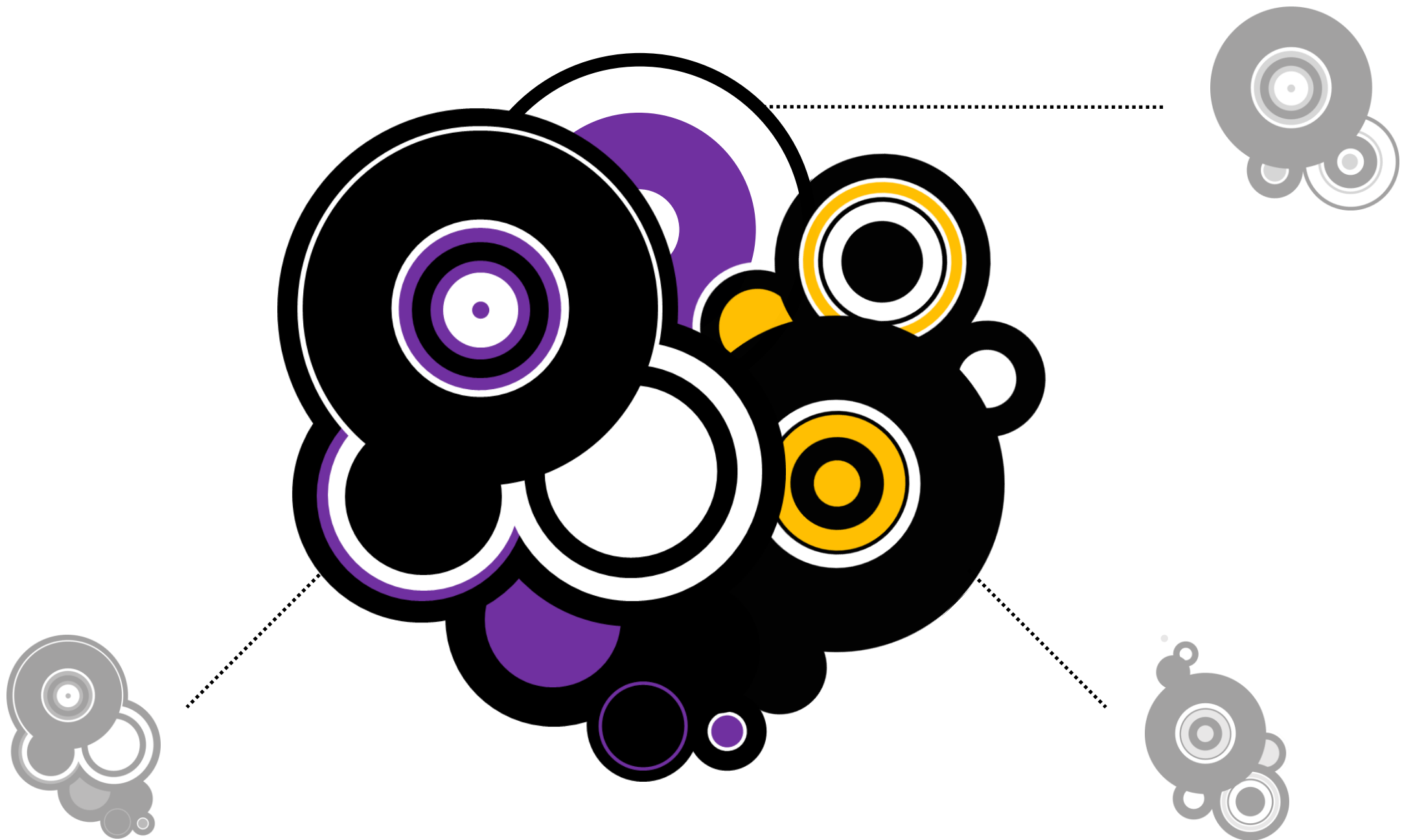
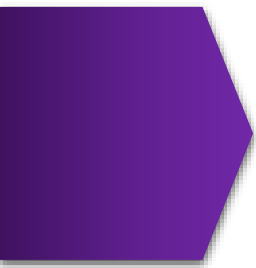
ETC....





This “Tutorial” is an extension of **knowledge**, **skill** and **awareness** from the first “**TUTORIAL**”- now that you’ve experienced more ways to work your design; hopefully, during the process, you may have acknowledged the concept from an advanced perspective.

**TUTORIAL:** This is an example of how far you can develop your design piece.  
This Design piece consists of **THE 3 DESIGNS WE'VE ACCUMULATED THROUGHOUT THESE TUTORIALS:**



**TUTORIAL:** I've purposely coloured the design so that it looks like (or resembles) a real life object. This is another attribute that you; **THE DESIGNER** can apply to your designs. You may design your visuals with an image in mind, **but your audience may not see what you see.**

**That is the abstract of this technique.**

**EXAMPLE 1:**



**WHAT DO YOU SEE?**

**RASPBERRY?**

**STRAWBERRY?**

**A HEART?**

**DONUTS ON DONUTS?**

**OTHER?**

**OR NOTHING AT ALL...**

EXAMPLE 2:



WHAT DO YOU SEE?

A MASK?

A BERRY?

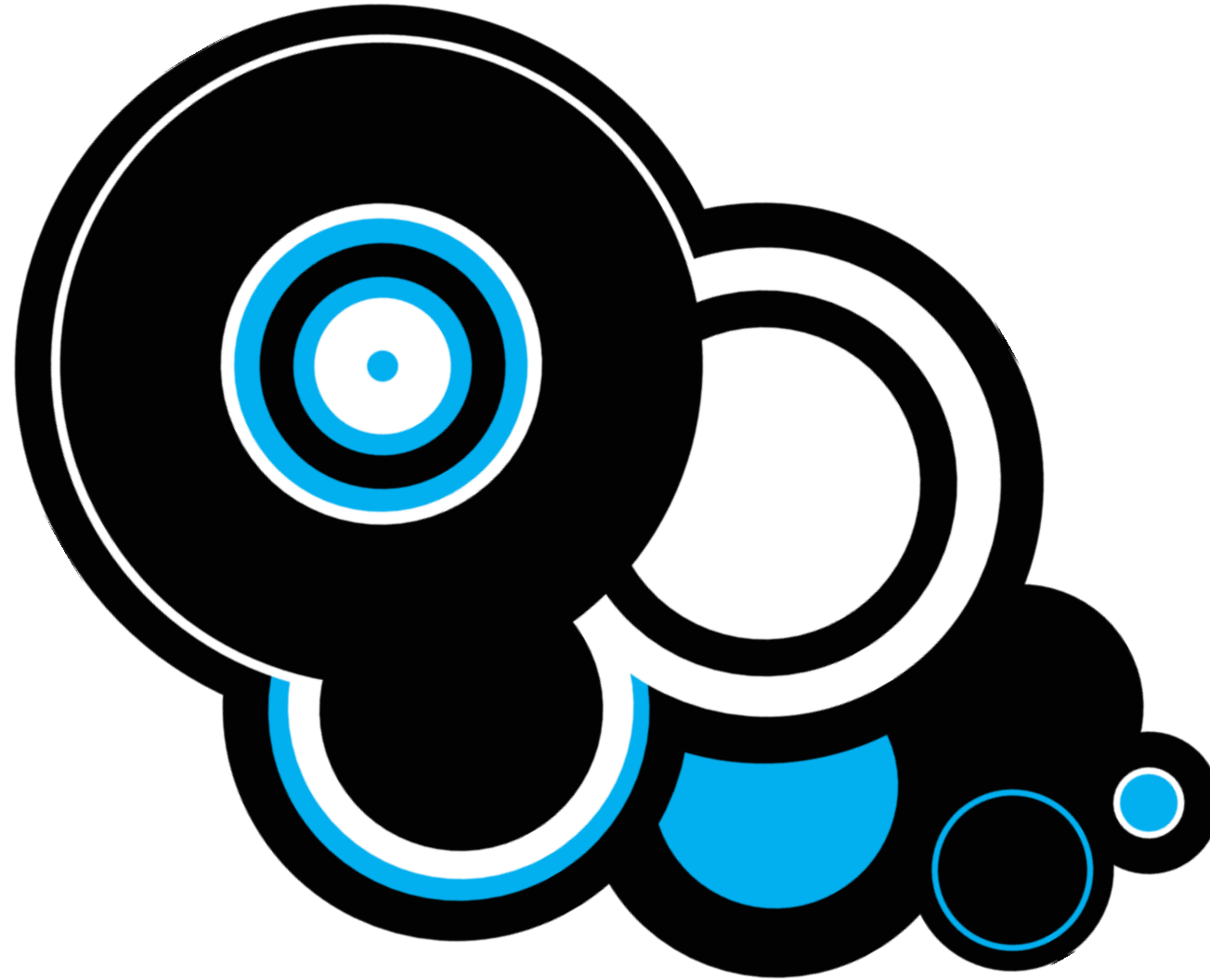
A NIGHTMARE?

CULTURE OBJECT?

OTHER?

OR NOTHING AT ALL...

EXAMPLE 3:



WHAT DO YOU SEE?

CLOUDS?

SOUND WAVES?

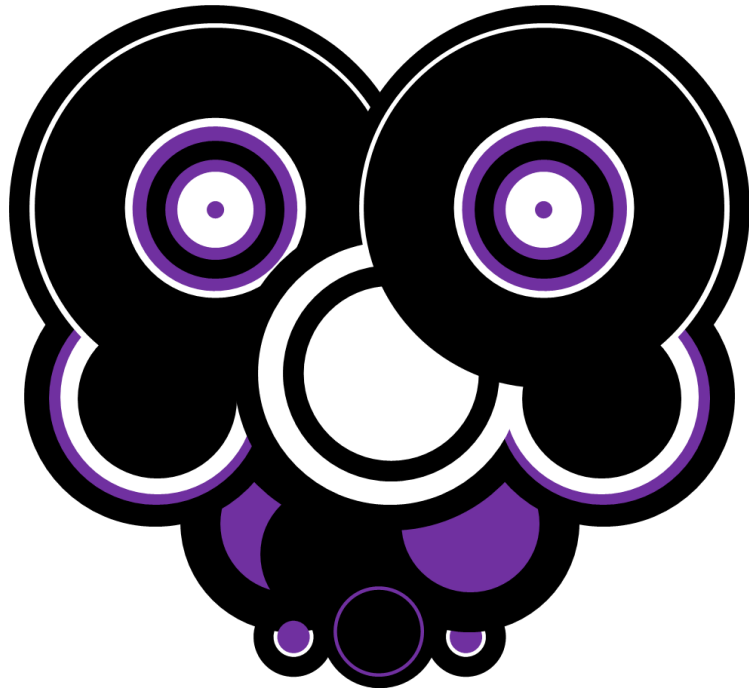
BUBBLES ?

CULTURE OBJECT?

OTHER?

OR NOTHING AT ALL...

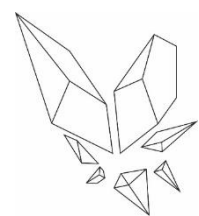
Experimenting is key.



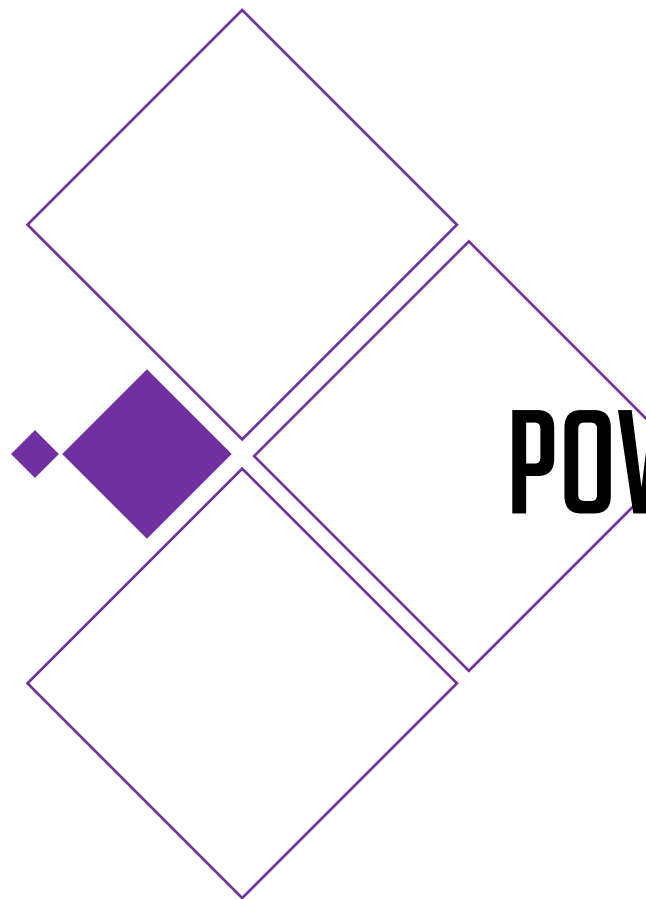
THE LEGEND OF  
**ZELDA**  
MAJORA'S MASK™



Any resemblance?



LEVEL  
**2**  
COMPLETED



USING NOTHING BUT POWERPOINT:  
**POWERPOINT DESIGNS.**  
BY ISAAC AGYEMAN

