How to Create a Video Card Icon in Adobe Illustrator

> In today’s tutorial, we’re going to learn how to create our very own video card icon, using nothing more than the basic shapes and tools that you probably already work with on a daily basis.

So, assuming you already have Illustrator up and running let’s jump straight into it!

Tutorial Details: Video Card Icon

- **Program:** Adobe Illustrator CS6 – CC
- **Difficulty:** Beginner
- **Topics Covered:** Design Theory, Compositional Construction, Shape Alignment, Grid Positioning
- **Estimated Completion Time:** 40 Minutes

Final Image: Video Card Icon

Step 1

As with every new project, start by first setting up a **New Document** by going over to **File > New** (or using the **Control-N** keyboard shortcut), which we will adjust as follows:

Number of Artboards: 1

- **Width:** 128 px
- **Height:** 128 px
- **Units:** Pixels

And from the **Advanced** tab:

- **Color Mode:** RGB

- **Raster Effects:** Screen (72ppi)
- **Preview Mode:** Default

Quick tip: most of the indicated settings can be automatically triggered if you set the document’s **Profile** to **Web**, the only one that you’ll have to manually adjust being the Artboards **Size** (Width x Height).

Step 2

Once we’ve set up our project file, we can start working on the actual icon, by creating the main shape for its circuit board using an **88 x 6 px** rectangle, which we will color using **#cc6a4c** and then position at a distance of **14 px** from the

Artboard’s left edge, and **44 px** from its bottom one.

Step 3

Create the board’s “teeth” using three **4 px** tall rectangles (**6 x 4 px** > **8 x 4 px** > **34 x 4 px**), which we will color using the exact same color **#cc6a4c**, and then position underneath the larger rectangle as seen in the reference image.

Step 4

Select and combine all four shapes into a single larger object using **Pathfinder**’s **Unite Shape Mode**.

Step 5

Give the resulting shape an outline using the **Stroke** method, by creating a copy of it (**Control-C**) which we will paste in front (**Control-F**) and then adjust by first changing its color to **#2c2c2d**, and then flipping its **Fill** with its **Stroke** (**Shift-X**) making sure to set its **Weight** to **4 px**.

Step 6

Add the little insertion to the bottom of the board’s third tooth using a **22 x 4 px** rectangle (**#2c2c2d**). Once you’re done, select and group all three shapes together using the **Control-G** keyboard shortcut before moving on to the next step.

Step 7

Add the smaller golden pin section using an **8 x 6 px** rectangle (**#dda664**) with a **4 px** thick outline (**#2c2c2d**), which we will group (**Control-G**) and then position below the board’s second tooth so that their outlines end up overlapping.

Step 8

Add the larger pin section using a **34 x 6 px** rectangle (**#dda664**) with a **4 px** thick outline (**#2c2c2d**), on top of which we will add a group of seven **2 x 6 px** rectangles (**#2c2c2d**) horizontally stacked at a distance of **2 px** from one another). Once you’re done, select and group (**Control-G**) the current section’s composing shapes together before moving on to the next step.

Step 9

Create the locking clip using a **4 px** thick **Stroke** line (**#2c2c2d**) which we will position onto the bottom-right side of the circuit board. Once you’re done, select and group (**Control-G**) all of the shapes that we have so far, before moving on to the next step.

Step 10

Start working on the card’s IO by creating its shielding bracket using a **4 px** thick **Stroke** line (**#2c2c2d**), which we will position onto the left side of the circuit board.

Step 11

Add the DVI connector using a **6 x 16 px** rectangle (**#dda664**) with a **4 px** thick outline (**#2c2c2d**), onto the right side of which we will add a **3 x 8 px** rectangle (**#2c2c2d**). Group all three shapes together (**Control-G**), and then position them onto the left side of the shield, at a distance of **14 px** from its top edge.

Step 12

Add the little screw locks using two **4 x 4 px** squares (**#2c2c2d**), which we will vertically position at a distance of **4 px** from the DVI connector’s top and bottom edges. Before you move on, select and group all of the shield’s composing shapes together using the **Control-G** keyboard shortcut.

Step 13

Create the card’s main body using a **108 x 48 px** rectangle (**#68686b**) with a **4 px** thick outline (**#2c2c2d**), which we will group (**Control-G**) and then position on top of the smaller circuit board, aligning it to its left edge.

Step 14

Add the horizontal detail lines using fourteen **108 x 1 px** rectangles (**#2c2c2d**) vertically stacked at **2 px** from one another, which we will group (**Control-G**) and then center align to the larger body. Once you have them in place, select them and the main body and create another group using the **Control-G** keyboard shortcut.

Step 15

Create the fan’s outer section using a **28 x 28 px** circle (**#b75d48**) with a **4 px** thick outline (**#2c2c2d**), which we will group (**Control-G**) and then center align to the larger body, positioning them at a distance of **12 px** from its right edge.

Step 16

Add the fan’s inner section using an **8 x 8 px** circle (**#68686b**) with a **4 px** thick outline (**#2c2c2d**), which we will group (**Control-G**) and then center align to the previously grouped shapes.

Step 17

Finish off the fan and with it the icon itself by adding the inner ring using an **18 x 18 px** circle with a **2 px** thick **Stroke** (**#2c2c2d**), which we will center align to its larger section. Once you’re done, select and group (**Control-G**) all of the fan’s composing shapes, doing the same for the upper body and the entire icon afterwards.

Great Job!

There you have it guys, an easy step-by-step approach on how to design your very own video card icon using nothing more than some basic geometric shapes and tools.

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Just another coffee addict / pixel grinder, creating colorful projects one pixel at a time.

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