Assignments: Table of Content

1. Lines: Make four boxes of equal size on one page. You will use Four lines in each box. In the first square all lines will be horizonal. In the second the lines will be vertical. In the third the lines will be digagonal, and in the last box the lines can be a combination of the first three. All lines have to touch the edges of the box. The lines can not end in the middle of the box. Study the use of lines and write a Paragraph for each box on what you were trying to achieve. Try working this out with pencil and paper until you learn how to do it in Illustrator.

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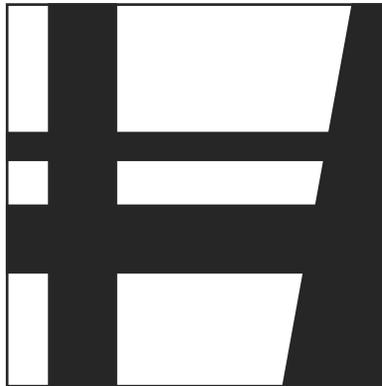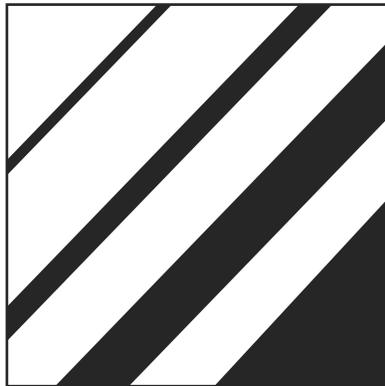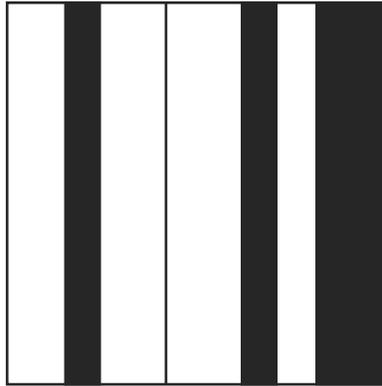
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Assignment Two: Black Square Problem:
Make four black squares of the same dimension create an image that express the meaning of the following six words: **Order, Increase, Bold, Congested, Tension, and Playful**
Make several sketches for each of the above words and then choose the most effective solu-

Example of Black Square Problem
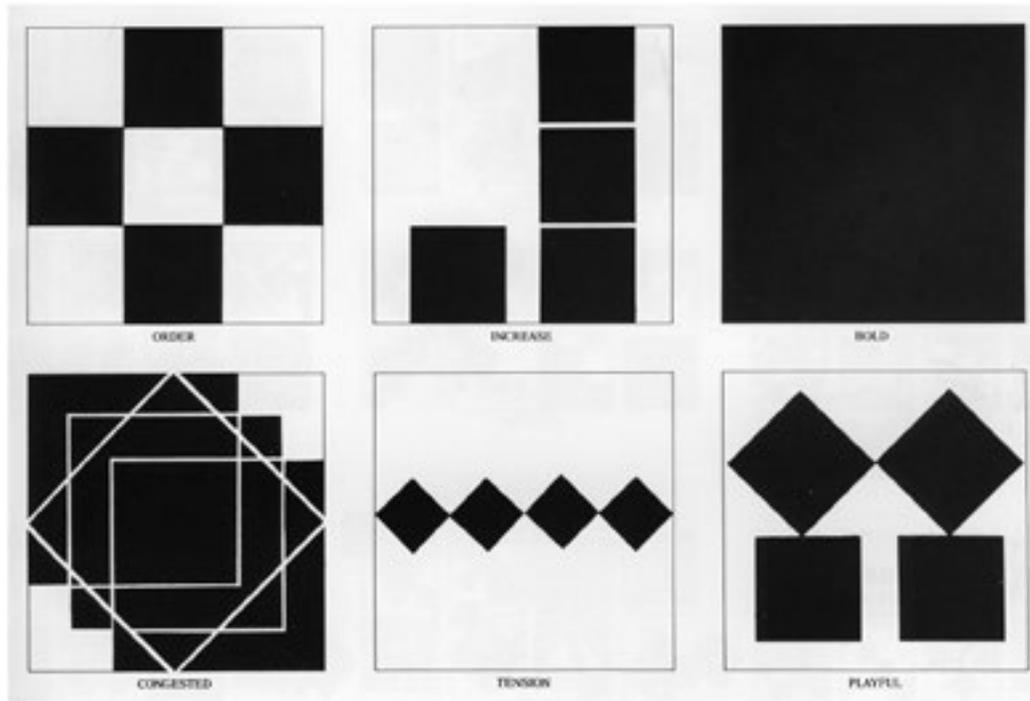
More Examples of Black Square Problem
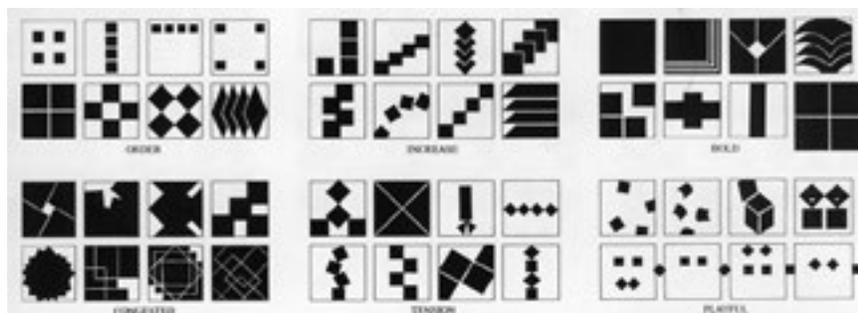
tion for the final placement in Illustrator.

Analysis: The intention of this assignment is start a development in visual literacy through the use of simple 2d shapes. The necessary priciples needed include: framal reference; touching; overlapping and cropping of forms; illusory space; contrast of elements in terms of size, direction, space and position; and the dynamics of negative - positive relationships.

This assignment is from the book, "Visual Literacy" By Judith and Richard Wilde, isbn 0-8230-5620-1

Assignment Three A: Balance:

Asymmetrical Balance: Refers to a pyscho-logical of Fet balance and Symetrical Balance refers to an even distribution of visual weigfht on either side of an axis.
Make a designs with Symetrical Balance in this design your lines or shapes cannot end in the middle to the design, they have to end on the frame of the design. Then make a design with asymmetrical

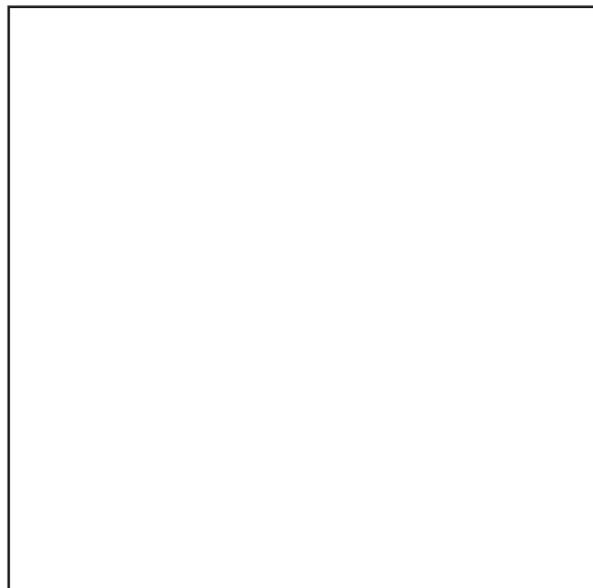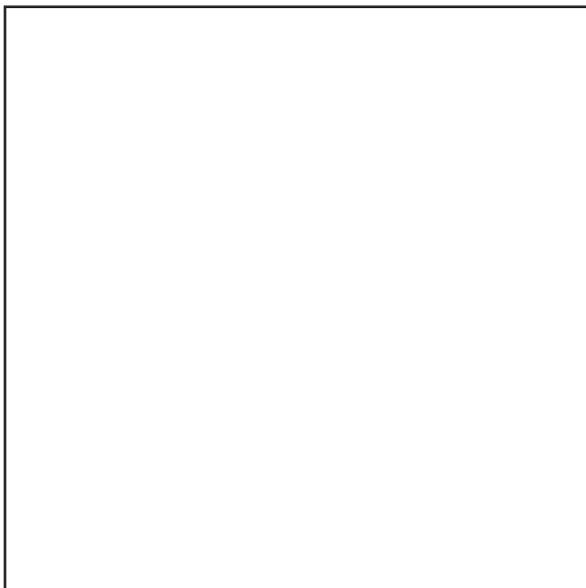Example of Symmetrical Balance
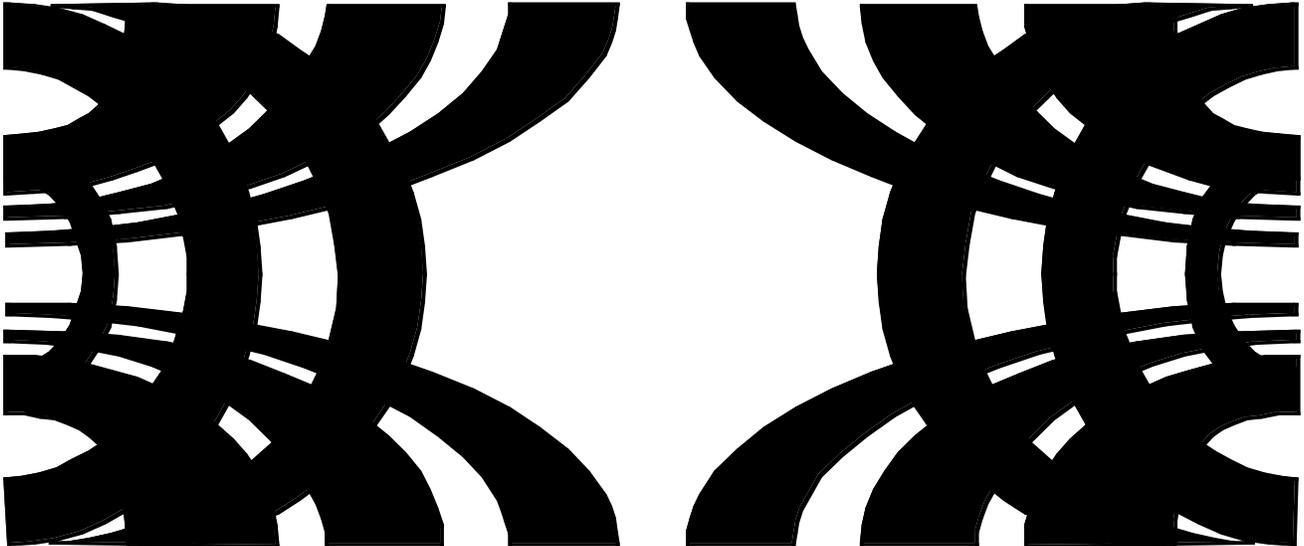
balance in this design the lines or shapes can end in middle of the frame. Both of these design can be on the same page, but should be labled and discription of what you was trying to achieve.
Example of asymmetrical Balance
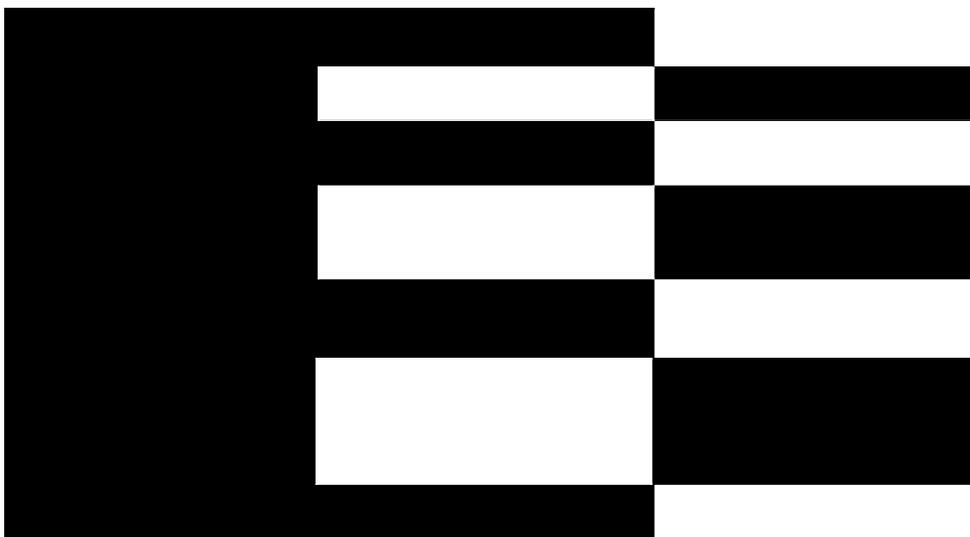
Assignment Three== B   Shapes

Make four Squares, four Triangles and four Circles, they should be equal in size. in each section place one of each. In the first section: (top left) make and equal relationship. in the Second section (top right) make the triangle domineering. In third section (bottom left) alien-

ate the triangle, in the last section (bottmm right) have the white space and the black space interact with one another to form a figure-ground relationship. Write on the page how you achieved this.
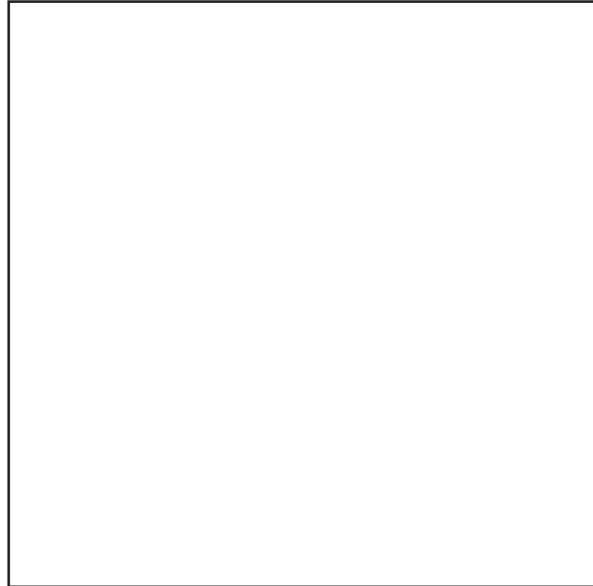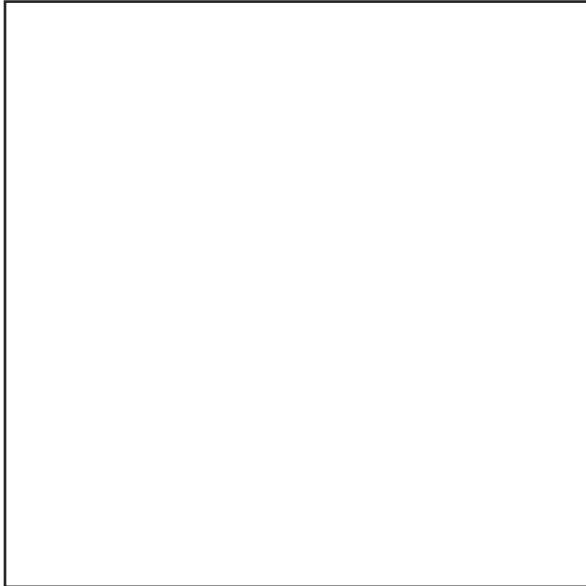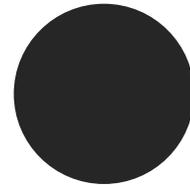
Assignment Four. Block Repeats

Make three repeating patterns they should end up on the page at 3 inches square. (I would make them bigger and reduce them down to the required size.) In this assignment you will be using the pathfinder, align and transform pallet. Use of the guide lines and x,y axis. Study tessilations, op art, M. C. Escher for ideas on the patterns. In this asssignment we are looking to see if you can place objects on the page in the exact position, aligning objects up. copying, grouping and then design the page using the postive and negative space to place the three objects on the page.
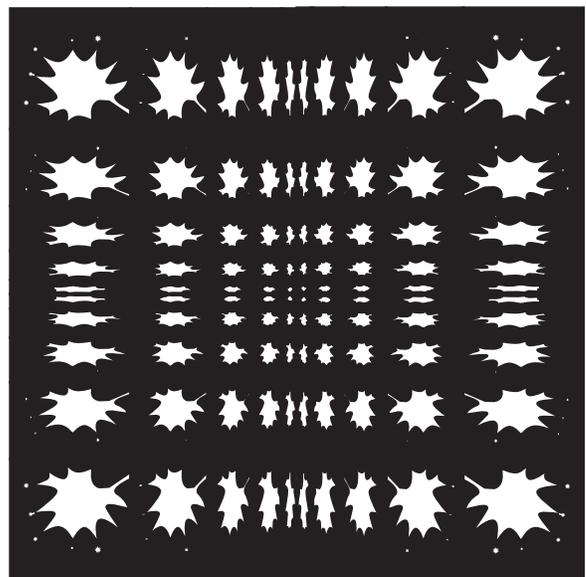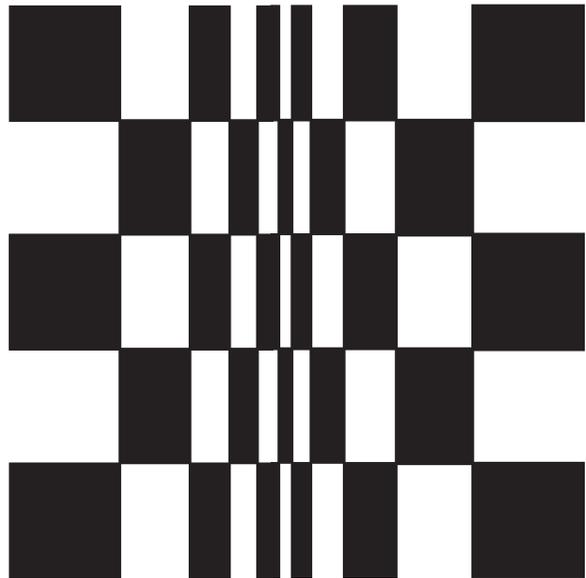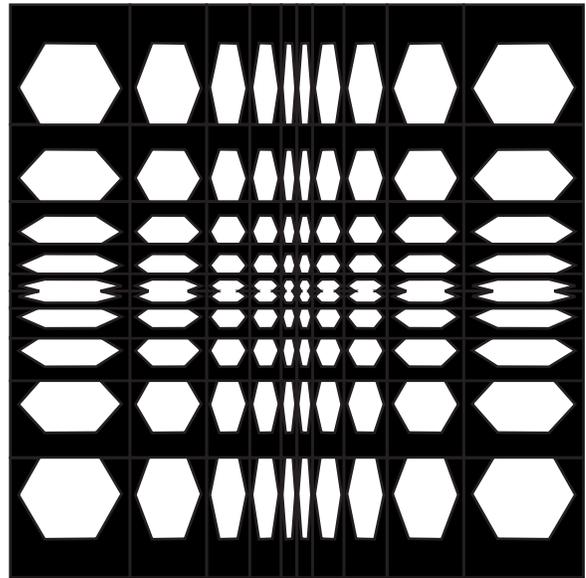
Assignment Five: Nine Objects

These objects are in bitmap you are to make them into vector objects.

In this assignment you have to make a page that looks exactly like this page with the nine objects in the same place and appearence. You don't have to copy the text that is not part of the objects.

Assignment 6   Color Wheel.

Make the objects below, as demoed in class (a 12 color segement color wheel and a 11 box value scale and a write an article on Albers' color theory). How you place the objects on the page is up to your design sense.
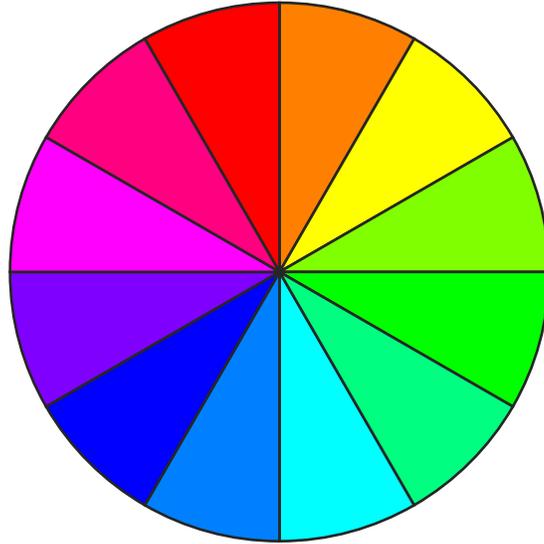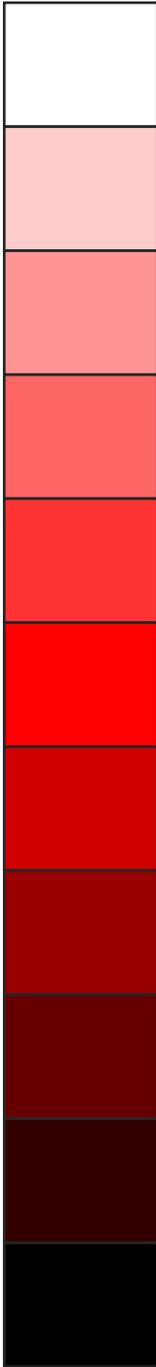
Do reshearch and write in a two column paragraph text box on Albers' Color theory

Assignment 7 Additive and Subtractive Color Wheels
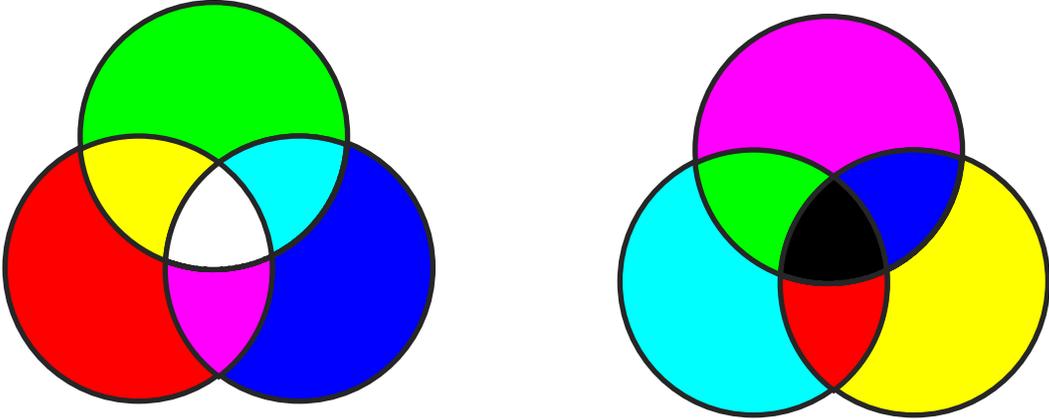
Describe the difference between Additive and Subtractive color

Assignment 8: Copy a given CD in vector mode and place it in the template place below.
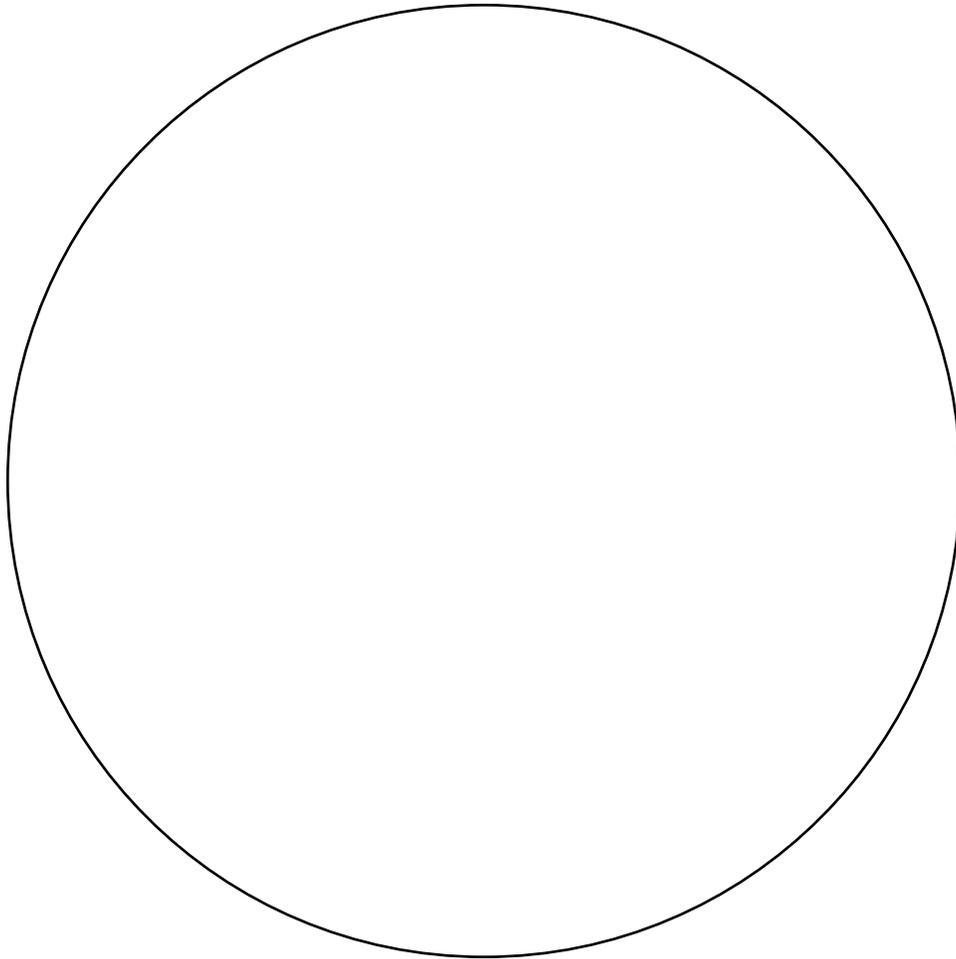
Assignment 9: Self Portrait

Take a picture of you face and make vector image of it in Illustrator, You can use Photoshop to reduce the details and color down. But the final project will be done in Illustrator. In illustrator you can have a max. number of colors of 12, Be sure to high light and shadows colors to give yourself a complete contrast range.

Photoshop assignments: 10. Repair a damage photograph.
Find a damaged old photograph, perferably one from your family. But if you can not get one of your own. you can use the ones on my website under repair.zip or you can find one on the web.   Print these both the orginal and the repaired on the same page. Be sure to set the resolution to 300ppi for the print. You can use the old image from photoshop's samples as practice (see below as example), but do not turn it for grading.

Old Image example with dust spots and scratches. The goal of this project is to repair the image and the viewer can not tell what tools you used to repair.

Repaired old image. Besure to run levels to achive correct constrast range and exposure.

Assignment 11. Composite photoshop image:

Take three images and combine them so they look like an orginal photograph. The viewer should not be able to tell where you added selections. Look at the lighting, color temperture and perpective handouts.

Assignment 12 make two images.

 Using photoshop make two different images. First one dealing with something important to you. And the second one dealing with emotional content.   The type of image can be of any style, but it has to be a good composition. As you make the image think about the figure -ground and the golden point. Use the composition handout from my website. Print these on the page with the proper optimization for print.

Below my examples of the assignment.

Assignment 13: Optimize three different images for three types of media, Print, Web and Multimedia. You only have to print the three print files. You will show to me the files of the Web and Multimedia. There is a handout on my web site with directions.

Note: you will put assignment files 10, 11, 12 and 13 on a CD or Usb. (I will grade on the organization and design of the CD.

Assignment Flip Book 14:
Make a flip book with at min. of 32 pages. You have to design everything about your flip book and you have to test it out to see if the design works. I recommend making a story board for the animation. Testing the weight of the paper to see if it flips. Research different types of binding to see which one will work the best.

Assignment Indesign 15:
Design a 10 page Indesign document on Color Theory. You can use you color wheels and research on Albers that you used in former assignments. Make this design in a Magazine format with a designed cover and content page. The project will have to have 2 master pages with auto page numbers and at least two style sheets. You will be printing this assignment but you will also be turning in the assignments on a Cd or usb. Be sure to optimize you images for print. You must package (this is under the file menu) and export a print pdf.

Assignment Presentation:
Make a presemtation of the work that you did in this class using Indesign, optimize your images for multimedia and save the file in swf and pdf formats and put them on the same cd or usr as assignment 15 You must package and export a interactive pdf or swf.

Websites to check out:

www.atdesignonline.com
Barbara Allie's blog
http://sjsu83-2010.blogspot.com/

Elements of Design
http://www.jiskha.com/art/visual_arts/ped.html
http://www.princetonol.com/groups/iad/files/elements2.htm

Assignment 1.
http://www.usask.ca/education/coursework/skaalid/theory/cgdt/line.htm
http://char.txa.cornell.edu/language/element/element.htm
http://desktoppub.about.com/od/elements/l/aa_lines2.htm
http://www.educ.kent.edu/community/VLO/design/elements/line/index.html
http://www.bluemoonwebdesign.com/art-lessons.asp

Assignment 2.
http://www.graphicdesignblog.org/brilliant-negative-space-logos/
http://www.getty.edu/education/teachers/building_lessons/elements.html
http://www.graphic-design.com/design/desktop-publishing/negative-space-nothing-says-lot
http://www.ehow.com/video_4954083_designing-positive-negative-space.html

Assignment 3. Balance
http://www.nickspencerdesign.com/design_web/design_glossary.html
http://www.usask.ca/education/coursework/skaalid/theory/cgdt/balance.htm
http://desktoppub.about.com/od/designprinciples/l/aa_balance2.htm
http://www.artsconnected.org/toolkit/watch_balance_symmetrical.cfm
http://home.ipoline.com/~legends/Insatiable/artbasics/html/balance.html

Assignment 3a Shape vs. Form
http://en.wikipedia.org/wiki/Design_elements_and_principles
http://www.nhsdesigns.com/graphic/principles/shape.php
http://graphicdesign.spokanefalls.edu/tutorials/process/gestaltprinciples/gestaltprinc.htm

Assignment block Repeats:
http://web.inter.nl.net/hcc/Hans.Kuiper/17system.htm
http://www.artlex.com/ArtLex/o/opart.html

Color:
http://www.colormatters.com/entercolormatters.html