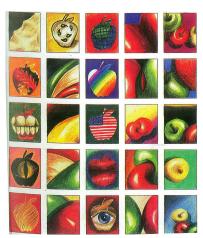
Graphic Design: 25 Different Ways

Photoshop/Illustrator







Design Problem: Using all of the tools techniques and design experience you have gained from this class so far, choose a subject of your choice to use as a creative spring board for creating 25 different digital designs. Consider all the different ways you could design your chosen subject. What associations are there with your subject, are there any 'play on words'? How many different ways can you engage the elements and principles of design to organize your compositions?

Visual Journal Assignment:

- Analyze an example '25 different ways' with your table group: (Record response in VJ)
- Brainstorm a list of possible subjects you might like to use for your theme: Consider something
 that you find visually interesting, and that has some symbolism, play on words, or other
 associations you could tap into and express in your designs.
- Select one subject- collect a variety of visual research of your subject (at least 5 different items)
- Complete an idea 'doodle' page to begin developing ideas you can refine on the computer.

Criteria:

Use variations of all the design principles through out your 25 compositions: Balance, Contrast/Emphasis, Movement, Rhythm, Pattern,

Choose specific variations from the following design problems:

Surrealism achieved by absurd scale Symmetrical balance Asymmetrical balance Rhythm and motion Radial balance Rhythmic repetition Use implied lines Unity through repetition Unity through proximity Horizontal lines dominate Varied repetition Vertical lines dominate Emphasis by contrast Diagonal lines dominate Emphasis by isolation stress line variation Emphasis by placement Create pattern in negative space Emphasis by scale Create pattern in positive space Large and small scale together Equally interesting positive and neg

Exaggerated or distorted shapes

naturalistic shapes

Emphasis on shiny or reflective or other texture

Emphasis on textural variety

Textural patterns

Illusion of depth through size
Linear perspective (1, 2, or 3 point)
Unusual point of view- foreshortening
Zoom in and crop to abstraction

Transparent overlapping

Use value to create the illusion of 3-D

Use color intentionally:

Warm Colors, cool colors, monochromatic color scheme, analogous color scheme, complementary color scheme, triadic color scheme, emotional color, visual color mixing (pointillism), Any traditional color scheme with a discord to add interest

Repeat design variations no more than 3 times: for example: You can create different patterns in the negative space for 3 compositions but no more.

Try to use all of the different tools, adjustments, and effects you have learning so far this semester through out your 25 You can use hand drawn imagery that you scan into the computer-

All design work must be completely original- do not use found art or photos online- Use your own design, drawing/ photos

Final Layout:

Arrange all 25 2 x2 in designs in one 10 x 10in document on photoshop. If you want a boarder in between each composition make your document 11 x 11in and spread each composition out so there is an even boarder in between each.