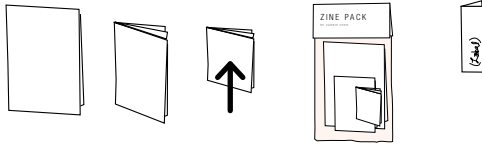


ZINE C. | ANIMATION EXPERIMENTS:

/// DIGITAL SYSTEMS & METHODS + ZINE PACK



| DESCRIPTION :

A client has approached you and has requested a contemporary, creative, unique series of folded artifacts for a zine fair to give away as swag to entice creatives to use creative software. They want a series of zines that communicate imaginary landscapes and emotion through visual energy, a unique visual language, and a mixture of raster, vector, and 4D imagery. You will create a series of 3 Zines using Adobe Photoshop, Adobe Illustrator, and Adobe InDesign. > For Zine C we will be making 2 animated gifs and one stop motion animation.

| OBJECTIVES :

- a. Students will gain a basic understanding of 4d techniques and how to manipulate imagery using sequence.
- b. Students will explore concrete and abstract imagery, experiment with primary and secondary meaning of words, symbolism and metaphor.
- c. Students will explore examples of animations and develop perspectives on these forms.
- d. Students will express design decisions through written form.

| DESIGN PROCESS / RESOURCES :

- 1. DIRECTIONS/ PARTS/PIECES. See following pages for assignment process, directions, videos, etc.
- 2. PROTOTYPING. *How to Fold Zines video* -Video from Chloe Castelli <LINK >
- 3. MAKING / PLANNING / PRINTING / PRESENTING.



Templates & Files: [AI = Adobe Illustrator, ID = Adobe InDesign]

 - a. STORYBOARD files:
 - I. PDF of Storyboards for Zine A-C. <LINK >
 - b. PRINTING files- ID:
 - I. ID template [source file]: <LINK >
 - II. PDF example: [built in ID] <LINK >
 - c. VISUAL PRESENTATION files - ID:
 - I. ID Visual Presentation template: <LINK >
 - II. PDF example: [built in ID] <LINK >
- 4. RESEARCH. Professional Zines & Books: <LINK >
- 5. RESEARCH. Student Work Examples. <LINK >

| RESEARCH :

- VISUAL EXPLORATION is essential. Below are examples of successful, creative, contemporary design work. A lot of these examples are award winning works. I give you these links to explore and develop aspects of your own aesthetic. The examples here are selections from my inspiration. Behance is also a great place for visual exploration.
- a. Main Pinterest Link. <LINK >
 - b. Books-Zines. <LINK >
 - c. Layout Design. <LINK >
 - d. \ TYP 3 _Candy. <LINK >
 - e. DESIGN I : I : I. <LINK >
 - f. line, shape, texture _ / _ / ~ : : <LINK >
 - g. surface d3sign / / / / pattern <LINK >

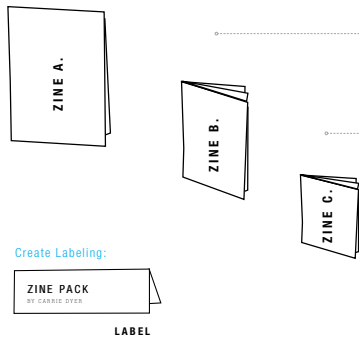
ZINE C. | ANIMATION EXPERIMENTS.

WEEK.	DAY.	VIDEO.	SECTION.	NOTES / INFORMATION / PREP / ADDITIONAL VIDEOS.
WEEK 04.	T.	TBA	I. OVERVIEW.	Follow videos below. You will create three animations [2 gifs & 1 stop motion animation] and one Zine [front & back] with your choice of animation art. Then you will place a QR code in the layout from your uploaded animation on YouTube, then you will print. The Theme is your choice but this should connect with your other zines through color/form or theme or both.
	T.		II. TWO ANIMATED GIFS. [1-3 seconds long.]	<p>2 x <u>VERB + EMOTION ANIMATED GIF:</u></p> <p>Create 2 short [1-3 seconds] animated gifs using Photoshop using images created through this project. They should be 1-3 seconds long a piece.</p> <p><u>Prompt:</u> Pick one verb and one adjective/emotion. Visualize these words somehow and translate these into an animated gif. This could be a fan spinning, it could be a monster blinking, it could use text and lettering. Example #1: Spin [verb]+ Playful [adjective/emotion]= a blue fan spinning. Example #2: Blink [verb]+ Clever [adjective/emotion]= a blinking light bulb.</p> <p><u>Research:</u> What is an Animated Gif? An animated GIF format is composed of a series of frames. Normally animated gifs are very short bursts of motion. When displayed, it is a animated sequence that cycles over and over in a loop without stopping. Typically they range between 1-30 seconds. Animated gifs are easily used on the web and in messages. You can create animated gifs using the Adobe Photoshop Timeline, under >Window, >Timeline.</p> <p>> Tutorials: _Watch: Animated GIF Tutorial, https://youtu.be/sxpURZ_gtVs</p>
	W.	> SEE VIDEOS	III. ONE STOP MOTION ANIMATION. [5 seconds]	<p>1 x <u>STOP MOTION ANIMATION:</u></p> <p>Create one stop motion animation that is 5 seconds long. You can find a phone app to help you with this. The process of a stop motion animation includes taking a pictures, moving objects, take another picture, etc.</p> <p><u>Optional Prompt:</u> Use your artwork to create a Stop Motion Animation that reflects aspects of how it feels to be existing in a pandemic. How do you feel? What is it like? What emotions do you have? You can print out objects, characters, patterns, etc to create an imaginative set where you can move around these elements to create a short animation.</p> <p><u>Research:</u> What is a Stop Motion Animation? Stop motion animation is an animated filmmaking process and technique in which objects are physically moved and manipulated in small increments and then individually photographed as still photo frames. When these frames are organized back together in a sequence they will appear to exhibit a video or motion-based sequence on played-back. Source.</p> <p>___ .Phone App. : Download "Stop Motion Studio" [suggestion] or your choice. You can also use PS. ___ .Examples: Watch: Stop Motion Animation, by PES, https://youtu.be/AK18bdUEW5s ___ .Examples: Stop motion animation fruit and vegetables: https://youtu.be/MEqjOulvgSY > Tutorials: How to Make Stop Motion Videos https://youtu.be/_ppedXZHhE0 > Tutorials: Stop Motion Tutorial & Tips: https://youtu.be/td2DgP56DP0</p>
	W.	>	III. YOUTUBE & QR CODE.	<p>___ .EXPORT: Export your animation files as .mov or gif files. Use Screen Recording or phone if needed to record clips. "Splice" is a powerful iphone app that can edit videos if you want to edit duplicate clips, etc. ___ .UPLOAD: Upload Files to YouTube. Afterwards, select the YouTube direct link under share on YouTube. ___ .QR CODE: Generate a QR Code. <https://www.qrcode-monkey.com/>.</p>
	TH/F	>	IV. ZINE C.	<p>___ .MAKE: Make Zine C out of stills and artifacts from your gif or Stop Motion. Export stills and art as jpg/png and place into the InDesign Print file. Place artwork on the Artwork Layer [>Window >Layers] ___ .QR CODE: Include [place into layout] one QR Code to your youtube link of your animations. [See above.] ___ .PRINT: Export PDF from InDesign Print file and print Zine C double sided on 11x17. Cut white edges, fold into 16 quadrants [2 folds in both directions], cut on designated lines, fold acordian style, then glue designated pages.</p>
	F.		VII. WHAT to TURN in & HOW:	<p>What do you turn in on Blackboard? ___ .a. Watch video tutorial here [click on black play button] ___ .b. Download InDesign Visual Presentation Template. < LINK > ___ .c. Export each source file above as a jpg or png at 300 ppi. Make sure to check "Use Artboards" in Adobe Illustrator. Then place png files into InDesign Visual Presentation file. Custom edit and design your own presentation. Under the Pages panel [>Window >Pages] add new pages/slides to add content. Think of your presentation as visual storytelling. Show your process work, variations or micro assignments, [any research], Self-Directed Critique with three categories [List: 2 strengths, 4 weaknesses / Write: 3 paragraphs of self critique / Rate: your work with the rubric categories using 1 to 5. Five is Stellar. One is Draft Quality. Three is Average.</p>
			1 x PDF PRESENTATION	
			1 x PDF of FINAL WORK	

ASSIGNMENT DIAGRAM.

FINAL ARTIFACTS:

I. MAKE 3 ZINES (SINGLE PAGE ZINES):
(Method & Imagery are your choice but must be your imagery.)

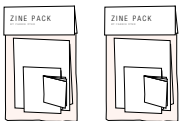


II. PACKAGE TOGETHER



III. TWO COPIES

MAKE 2 IDENTICAL COPIES FOR FINAL CRITIQUE:

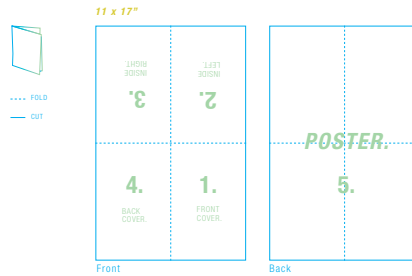


IV. FINAL STEPS

FINAL ASSIGNMENT WILL BE PRINTED, PHOTOGRAPHED ON WHITE BACKGROUND, AND PLACED IN AN INDESIGN PRESENTATION FOR DIGITAL TURN-IN ON BLACKBOARD.

ZINES: ZINE TEMPLATE FOLD PATTERNS & PANEL ASSIGNMENTS.

ZINE A. ADOBE ILLUSTRATOR.



PANEL ASSIGNMENTS:

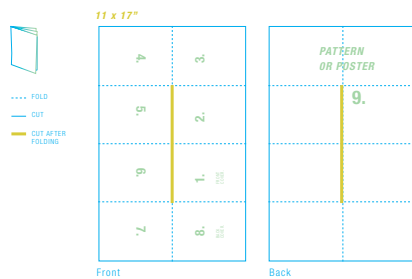
ZINE A. (ADOBE ILLUSTRATOR)

- THEME = IMAGINARY ENVIRONMENTS
- PANEL 1 = *Shapes Drawing*
- PANEL 2 = *Vector Line*
- PANEL 3 = *Vector Objects*
- PANEL 4 = *Patterns*
- PANEL 5 = _____ [choice]

OTHER:

- ___ Paper Size: 11x17"
- ___ Panel Size: _____"
- ___ Design Required: on both sides
- ___ Software: Adobe Illustrator

ZINE B. ADOBE PHOTOSHOP.



PANEL ASSIGNMENTS:

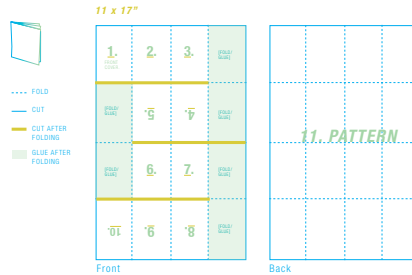
ZINE B. (ADOBE PHOTOSHOP)

- THEME = PSYCHOLOGICAL SPACES
- PANEL 1 = *Cycle of Life Circle Drawing*
- PANEL 2 = *Spaces of Life Square Drawing*
- PANEL 3 = *Figurative Face Collage*
- PANEL 4 = *Masking using Layers*
- PANEL 5 = *Analog Layered Protest Collage*
- PANEL 6 = *Monster Drawing*
- PANEL 7 = *Difference Filter Experimentation*
- PANEL 8 = _____ [choice]
- PANEL 9 = _____ [choice]

OTHER:

- ___ Paper Size: 11x17"
- ___ Panel Size: _____"
- ___ Design Required: on both sides
- ___ Software: Adobe Photoshop

ZINE C. 4D / ANIMATION.



PANEL ASSIGNMENTS:

ZINE C. (4D / ANIMATION)

- THEME = _____
- PANEL 1-9 = *Frames from Gif or Stop Motion*
- PANEL 10 = *QR Code to YouTube Link*

OTHER:

- ___ Paper Size: 11x17"
- ___ Panel Size: _____"
- ___ Design Required: on both sides
- ___ Software: phone & Adobe Photoshop
- ___ Images: Images are stills of animations



RUBRIC.

DIGITAL SYSTEMS & METHODS.

ADOBE PHOTOSHOP.

0	DRAFT QUALITY
1	DEVELOPING
2	MEETS EXPECTATIONS
3	ABOVE AVERAGE
4	STELLAR



#	RUBRIC CRITERIA	% of grade
1.	Formal Qualities. [Elements & Principles of Design]. Examples include: ___.Compositional qualities (layering & balance). ___.Line Shape, Texture, Space, Color, Balance, Symmetry, Space, Rhythm, Scale, Contrast, Value. ___.Color Pallet includes students own mixed colors and not the default colors. ___.Has the student successfully solved the compositional qualities of the work?	20%
2.	> Technical Skills: Adobe Photoshop Technical Skills / Experimentation and originality of photographic elements and raster forms. Examples include: ___. Technical development of Photographic elements, brushes and Illustration while embracing digital tools. ___. Raster Technical Skills. ___. Crafting of raster elements. Examples include: ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions.	15%
3.	Experimentation, Originality, Visual Language, & Vector Forms. Examples include: ___.Experimentation with Pattern, Unique Shapes, Forms, Illustrations. ___.Formal experimentation with cohesive shape, size, scale, line, weight, etc. ___.Range & Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions. ___. Are objects / compositions sophisticated? ___. Do compositions avoid branded elements like logos or other trite elements? If universal forms are utilized are they visually different with their own sense of visual language? ___. How are compositional aspects balanced? ___. Is there an attempt at developing Visual Language, individual voice, and aesthetic from the student's unique point of view? ___. Are there unique elements that express voice. ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Experimentation with minimal and complex forms. ___. Uniqueness of Form and implementation of successful design decisions.	15%
4.	Visual Presentation, Followed Submission Instructions. Examples include: ___. Did student upload their work in a thoughtful manner considering presentation as a significant element of communication? ___. Did student upload file types that are readable to multiple viewers, PDF format?	20%
5.	Design Process + Design Thinking. Is evidence of the design process present? ___.Did student experiment with their design process during the assignment? Examples include: ___. Is student working on process and developing their work. ___. Did student work on sketches? ___. Did student perfect compositions to completion considering the Elements and Principles of Design.? Design process can include brainstorming, visual research, aesthetic awareness, variation experimentation, "formstorming", different design techniques [Kit of Parts], etc. See <i>Graphic Design Thinking</i> and <i>Graphic Design the New Basics</i> , by Ellen Lupton for suggestions.	15%
6.	Self-Driven Critique, Peer Critique, & Studio Culture.	10%
7.	Professionalism + Positive & Critical Thinking.	5%
8.	Time Management + Required Experiments. Did student complete all required experiments?	15%
9.	Is Work Late? -20%	