# INTRO TO DESIGN 2

EVERYTHING YOU NEED TO KNOW

# TABLE OF SKILLS...WHAT WE WILL DO

- TEAM FORMATION
- PROJECTS
- PEER CRITIQUES
- DEADLINES
- CLIENTS
- DESIGN PRINCIPALS

## PHILOSOPY OF DESIGN

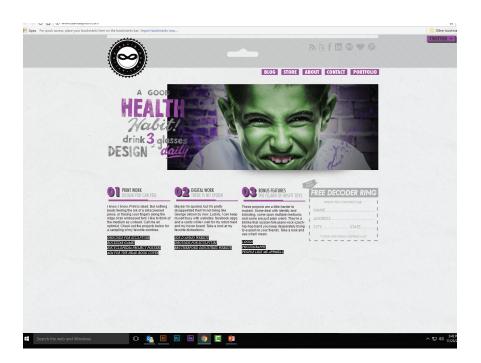
- IF YOU WANT IT YOU CAN HAVE IT
- GOOD DESIGN COMES WITH PASSION AND PRACTICE NOT INNATE ABILITY
- WE ARE DESIGNING FOR A LARGE COMMUNITY
- I WANT TO BE PROUD OF THE WORK THAT COMES OUT OF HERE

## TEAM FORMATION

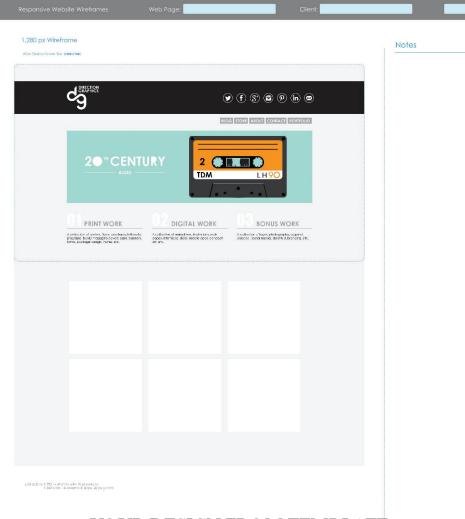
PART A. BEGIN BY CHOOSING A TEAM THAT YOU WILL WORK WITH FOR THE REST OF THE SEMESTER, FILL A COMPUTER ROW WITH YOUR TEAM

- DECIDE ON A TEAM OR "COMPANY" NAME
- EVERYONE WILL MAKE A DIFFERENT LOGO FOR YOUR COMPANY
- ALL LOGOS WILL BE TRUNED IN FOR GRADING
- ONCE THE LOGOS ARE DONE THE GROUP WILL VOTE ON THE OFFICAL LOGO

PART B. FIND A WEBSITE SAMPLE ONLINE FOR A REAL CREATIVE OR DESIGN COMPANY. REPRODUCE THE HOMEPAGE IN ILLUSTRATOR WITH YOUR COMPANY INFO.



**ONLINE SAMPLE** 



YOUR DESIGN FROM TEMPLATE

# PROJECT PROCESS

EVERYTHING YOU NEED TO KNOW

# PROJECTS: PROCESS

**STEP 1: INSPIRATION COLLECTION** 

STEP 2: **SKETCHES** 

STEP 3: DESIGN

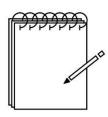
STEP 4: CRITIQUE

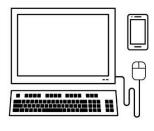
STEP 5: REVISION

STEP 6: SUBMISSION

# PROJECTS: PROCESS











Inspiration

Sketch

**Source Materials** 

Execution

Critique/Refine

# PROJECTS: INSPIRATION COLLECTION

- There is generally no license on composition and style
- Don't re-invent the wheel, no design comes out of thin air
- All good design is based off of what others have done previously
- If you want to be a professional, do what professionals do































Airline

**Bottled Water** 

Oil and Gasoline

















# CAUTION!

DON'T BE A THIEF
REMEMBER YOUR GOAL IS TO BE
ORIGINAL!

THE DESIGN PROCESS REQUIRES A

PROPER BALANCE OF

INSPRIATION AND CREATIVITY



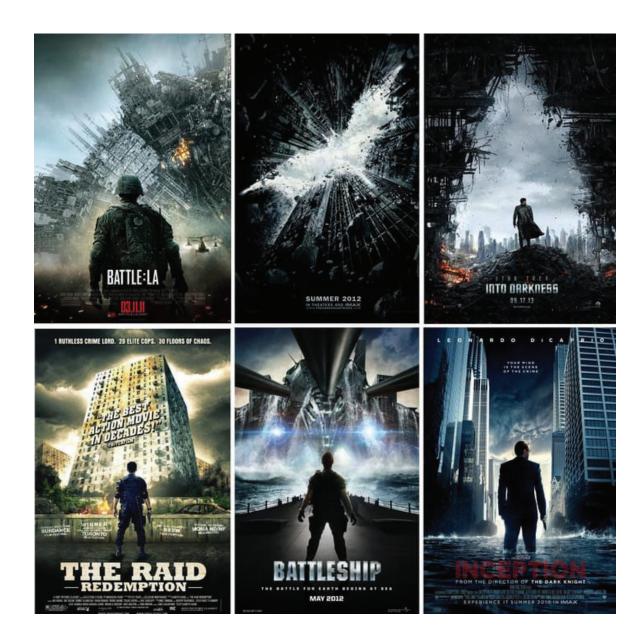
### BORROWED COMPOSITION AND STYLE



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### **FACE-OFF**



Captain America: Civil War

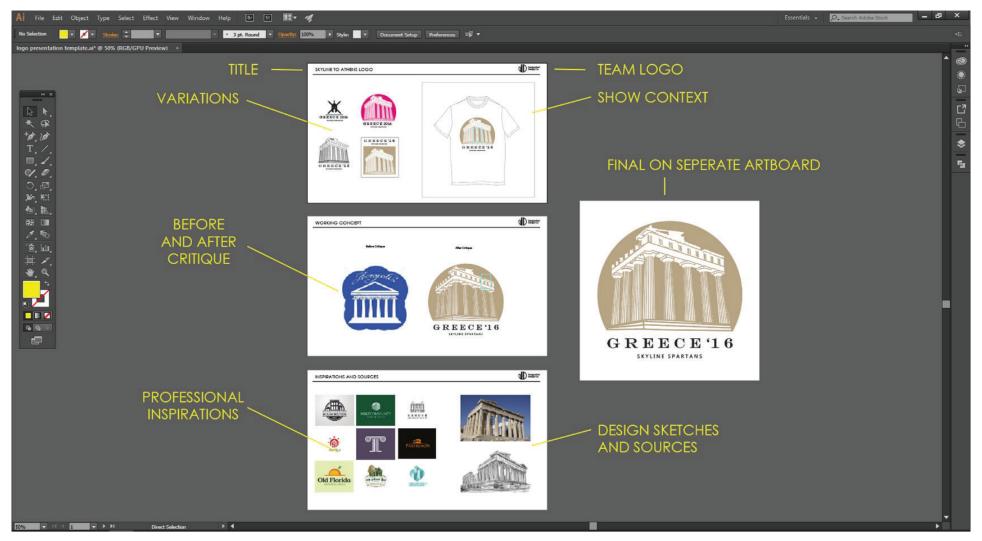


Neighbors 2: Sorority Rising

# TO BEGIN WATCH THE FOLLOWING



# FINAL DOCUMENT SETUP



### **GRAPHIC DESIGN 2 RUBRIC/ CRITIQUE**

YOUR NAME	PEER NAME
PROJECT NAME	

#### Self/Peer highlight or circle specific needs

#### 1- Low Skill

Minimal effort or significant challenge with craft. More practice is needed. Techniques non-existant. Directions not understood or followed. Little to no creativity, student working below thier abilities. No professional influnece evident.

#### 2- Medium Skill

Some effort or improvments needed with craft. More practice is needed. Techniques not mastered fully. Directions not fully understood or followed. Some creativity. Student working below thier abilities in some areas. Little to no evidence of professional influnece.

#### 3- Proficient Skill

Effort with craft clearly evident. More practice could help. Techniques mostly mastered. Directions understood and followed. Applied creativity. Student mostly working to thier abilities /client expectations. Professional sources could use more influence. Approaches professionalism.

### 4- High Skill

Strong effort, highly accurate or careful craft. Techniques expertly mastered. Student went above and beyond expectations with ability, client expectations and creativity. Design is unmistakably professional, sources clearly influneced design.

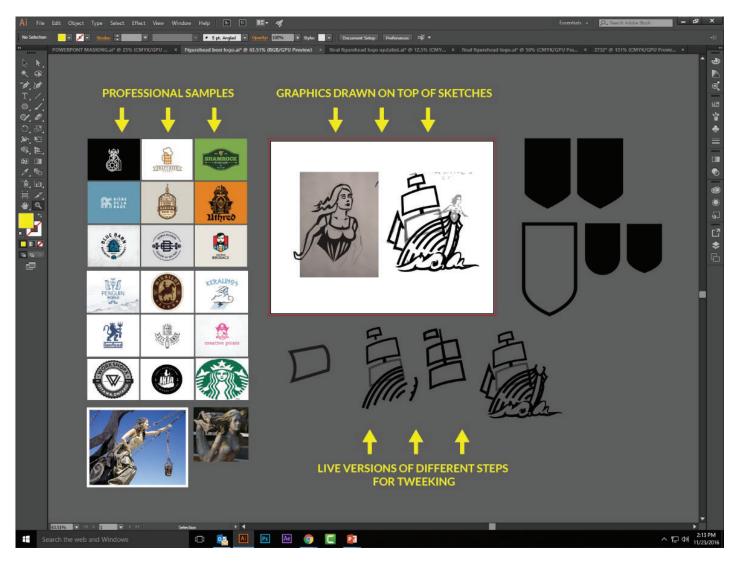
#### **Overall Rubric Score**

YOU	PEER

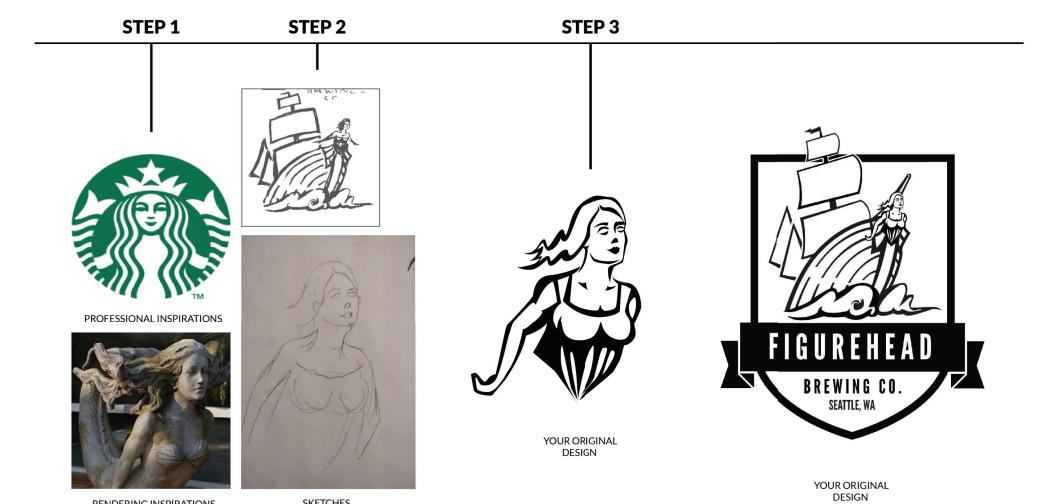
#### Peer sugestions for areas of Improvement (Check all that apply): ☐ Influences, sources, and samples should be more connected to brand ☐ More inspirational or source material is needed as a quide PLANNING ☐ More idea **generation**, **sketches**, and overall planning needed □ Not **original**, uses stock graphics, traced or too close to existing designs □ New fonts need to be downloaded, stock fonts should not be used FONT -☐ **Font** needs to be more appropriate to brand or packaging ☐ Design needs better **balence** ☐ Design needs better **contrast** ☐ Design could benefit from **repetition** ARRANGEMENT -☐ More attention to **alignment** ☐ Design elements **proximity** to one another needs adjustment ☐ **Hierarchy** of elements and information needs adjustment □ **Illustration** attempt needs a professional touch/different appraoch ☐ Shapes, lines, forms need to be **cleaner** more **controlled** ☐ Shape/Line **weight** needs more **consistant** or controlled ratios ☐ Needs more attention to **Craftsmenship** ☐ Design needs to be less **complicated** or complex **EXICUTION/TECHNIQUES** -☐ Design is too simple and needs more complexity, effort, creativity ☐ Effects used on the design are too **distracting** or not appropriate ☐ Design needs to be more **versitile** (can be any color/size, anywhere) ☐ Gapping (**negative space**) between forms instead of outlines ☐ Work **production** and efficent use of time needs improvment **PRODUCTIVITY** ☐ Less distracted time in class could improve work ☐ Needs more attention to **client demand** or expectations ☐ Design needs to be more appropriate to **brand** ☐ Target audience influneces on design needs more consideration BRAND/STYLE/CONCEPT ☐ Context and purpose for design needs more consideration/Influence □ Other:

## TO DO RIGHT NOW...

- OPEN TEAM LOGO DESIGN AND SKYLINE SHIRT DESIGN
- MAKE SURE DOCUMENT IS SET UP PROPERLY OR RECEIVE A ZERO
- CHECK AGAINST RUBRIC
- MAKE SURE DOCUMENTS ARE SAVED WITH THE CORRECT LEBLES IN THE 'TURN IN ' FOLDER
- KEEP OPEN WHILE I COME AND CHECK YOU OFF



BUILD A COLLECTION IN YOUR DOCUMENT TO REFER TO CONSTANTLY DURING THE CREATION PROCESS



RENDERING INSPIRATIONS

**SKETCHES**