

ART168 The Digital Medium Project 3: Exercises in Style For this project, you will transform photographic material into digital illustrations created through vector-based line art. Following the examples of "Exercises in Style" and "99 Ways to Tell A Story", you will adapt a simple narrative sequence into a graphic novel inspired page layout. The project will incorporate limitations and constraints that will allow you to adapt and draw with vectors, consider page layout design, and adapt a narrative sequence to single illustration. All work will be done in black and white using line, texture, contrast, detail, and style. Read and view the samples of writing and comics provided on the course website. Create thumbnail sketches or drawings that illustrate the significant moments within the provided Project 3 narrative sequence. Use those drawings to create/find digital photographs that help illustrate the assigned narrative. Illustrate these images using the Pen and Brush Tools in Adobe Illustrator. Your goal is to turn the photographic material into digital illustrations that are creative and visually interesting. Your final illustration and layout should not include any text. At the close of the project, a PDF document containing all of the different illustrated versions of the narrative will be created and posted to the course website.

Assigned Project 3 Narrative Choice 1:

"You wake up to find out that you are living in a world that is controlled by networked systems (i.e. internet, mobile phones, and social media)." **Choice 2:** "I stubbed my toe on the bookcase in the hallway and spilled my coffee on my way to answer the door. I got the feeling it wasn't going to be a good day."

Objectives

- Use Illustrator tools to create vector illustrations and design a page layout
- Explore illustration as aesthetic expression
- Explore flat graphics and layout for print
- Explore conceptual potential for subjective approaches to design
- Develop use of vocabulary surrounding digital image manipulation
- Solve visual and conceptual problems with creativity, invention, and self-expression
- Participation in discussion and critique, submission by deadline
- Use of Printing technology and "Save For Web" for presentation **Requirements** Version 1
- Thumbnail sketches using provided narrative (pre-production)
- Digital photographs transferred to vector Illustration
- 3-6 Illustration Examples, Drafts Version 2
- Final illustration and page layout

- 300 ppi resolution print 8" x 10"
- Printed & Mounted for physical display
- Web versions submitted for Project 3 PDF