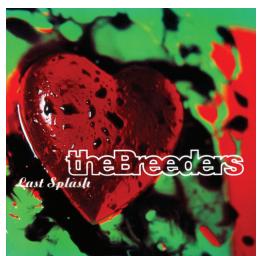


Project 1: Cover Art



PROMPT

Using Photoshop, design cover art for some piece of media. **Cover art** is a type of artwork presented as an illustration or photograph on the outside of a published product such as a book, magazine, newspaper, comic book, video game, DVD, CD, videotape, or music album. You can reimagine the cover of some existing media (e.g. design a new cover for your favorite album), or invent your own cover art for something personal or something that doesn't exist.



SPECIFICATIONS

We will be printing these works and displaying them on the actual physical media we are designing for. Make sure your dimensions match the size of what you are designing for and use 300 dpi. You can design in RGB or CMYK, but just remember that your designs may look different on screen vs. printed.

I am providing two options for displaying your work, but feel free to use something else:

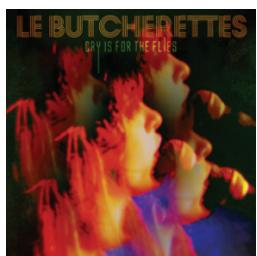
- CD cases

Dimensions: 4.724 in by 4.724 in (square)

- DVD cases

Dimensions: TBD

You are only required to make cover art for the front side of your media, but if you'd also like to print something for the back side we can do that.



DEADLINE/SUBMISSION

Upload **both your psd file and your exported image file** (TIFF or PNG are best for printing, they are “lossless” formats) by **5 p.m. on 1/24** in <http://bit.ly/libb2500project1> inside a folder *Lastname_Firstname*. I will print your finished work, then we will assemble the physical covers next class and have a group share-out (1/28).

GRADES

- **Originality.** It is okay to be inspired by others' work, but make sure you are using your own content for this assignment. This includes photographs and illustrations. If you are unsure about the use of something, ask me.
- **Design.** The thoughtfulness of your overall composition (e.g. color, typography, layout, photography, etc.)
- **Technicality.** Demonstration of Photoshop technical skills (e.g. layers, blending, selecting, cropping, etc.)
- **On-time completion & compliance with instructions.** Late work is accepted but loses 5% each day after the deadline. Late work submitted after group share-outs loses 10% each day.

RESOURCES

- Playlist of Photoshop video tutorials: <http://bit.ly/3amZg1a>