P1 / BUILD A BUG
ART 2803

F 23 / SECTION 01

START: 08.30.23

END: 09.25.23
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shauha.us/MSU/msu/
fall_23/2803_F_23

PROJECT 01 / BUILD A BUG

PROJECT DESCRIPTION

You've heard of Build a Bear, but what about Build a Bug? In this project, we will focus on Adobe Photoshop and methods of digital collage in order to create and design brand new species of insects.

Consider the following:
>   Form, color, texture, and pattern.
>   What is the name of your insect?
>   Where does your insect come from?
>   How does your insect move?
>   Does is have 6 legs? 20? 100??
>   Can your insect fly?
>   So on and so forth.

REQUIREMENTS

Adobe Photoshop must be used to create your bugs.
*We will use Illustrator and InDesign for further documentation processes down the line.

You must use images from the preselected group of images that I will provide, although we can discuss using outside images one on one.

You must combine at least 3 separate insect images to create your new bug (see Canvas assignment for access to images).

You must completely change the coloring of your insect.

You must name your insect.

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P1 / BUILD A BUG          TIMELINE
ART 2803                  ------------------------------------------------------------
-----------------------   08.30.23   INTRODUCTION OF PROJECT / PS DEMOS
F 23 / SECTION 01         09.04.23   HOLIDAY (NO CLASS)
-----------------------   TBD        ENTOMOLOGY MUSEUM VISIT
START: 08.30.23           09.06.23   MINIMUM 3 DETAILED SKETCHES DUE
-----------------------              *sketches can be analog or digital.
END: 09.25.23                        PHOTOSHOP DESIGN BEGINS
-----------------------   09.11.23   WORKING DAY / PROGRESS CHECK-IN
shauha.us/MSU/msu/        09.13.23   WORKING DAY / PROGRESS CHECK-IN
fall_23/2803_F_23         09.18.23   PROGRESS CRITIQUE
-----------------------   09.20.23   PRINTING DEMO / PRINTING DAY
                          09.25.23   FINAL CRITIQUE / END OF PROJECT / PRINTS DUE
                          09.27.23   POSSIBLE EXTENSION DATE
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