

BUILD A BUG

2803

F22 / SECTION 01

START: 09.12.22

END: 10.03.22

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FALL_22/2803_01](https://apohl.ch/MSU/FALL_22/2803_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 it 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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FILE SPECIFICATIONS

Adobe Photoshop

CMYK Color Mode

13" x 19" (portrait or landscape)

We will be printing in the UAT lab for this project, but we will be going over these details at a later date in the project (see time-line).

TIMELINE

09.12.22 - INTRODUCTION OF PROJECT / PS DEMOS

09.14.22 - ENTOMOLOGY MUSEUM VISIT

09.19.22 - MINIMUM 3 SKETCHES DUE (ANALOG OR DIGITAL)

PHOTOSHOP DESIGN BEGINS

09.21.22 - WORKING DAY / PROGRESS CHECK-IN

09.26.22 - WORKING DAY / PROGRESS CHECK-IN

09.28.22 - PROGRESS CRITIQUE

10.03.22 - PRINTING DEMO / PRINTING DAY

10.05.22 - FINAL CRITIQUE / END OF PROJECT / PRINTS DUE