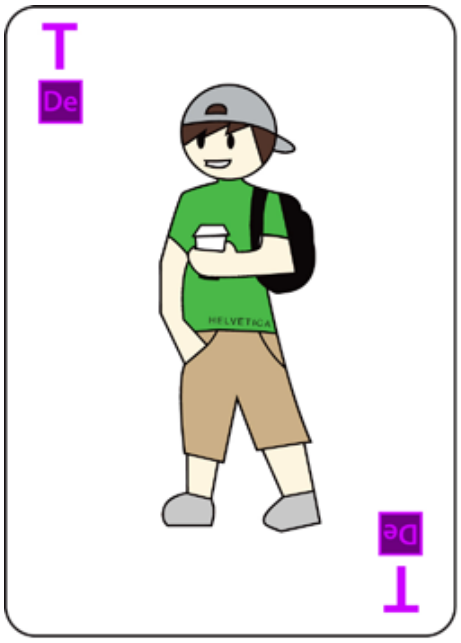
Luca Crognale-Manzoli
YSDN 1002
Project 2
Julia Grzeskowiak

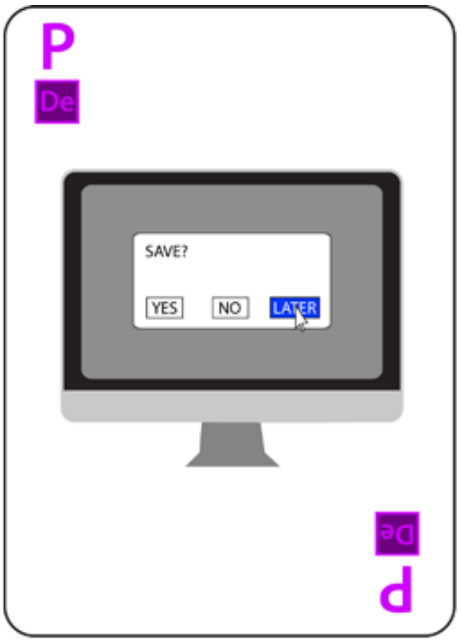
Process Write-Up

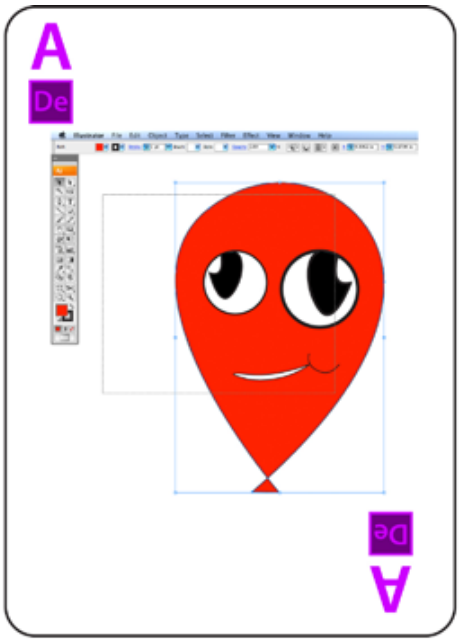
When working to design the playing cards for Project 2, I had a number of ideas floating around inside my head. Too many ideas, that I wasn't able to distinguish between the good and bad ideas. The majority of sketches produced during week 1 of the project were not to par with where I felt they should be, but the ideas were all there. Initially, the ideas I had for the face cards (King, Queen and Jack/Tryhard, Procrastinator and Airhead) were a Character, a Computer/Tool and a screenshot, along with the back of each card, a number card, the ace card, and a less than desirable icon mimicking the Adobe software icons. These ideas eventually developed into the idea of using a camera to depict the three face cards, as well as a new icon, a computer mouse. The idea of the computer mouse eventually led me to the final rendition of the playing cards. The final version of the face cards use computers as the representation, as well as different types of computers to symbolize different types of designers, or the different face categories depicted on the cards. The Tryhard is represented by a computer that looks similar to an iMac with the Foreground/Background Colour Selection on the screen. I higher end computer doing "higher end" design work. The next face card, the Procrastinator, is represented through the use of a laptop with a video play button displayed on screen. Procrastinators generally have a good grasp on the concepts, but choose to wait until the last minute to do their work as they feel they can "always do it tomorrow". The play button was the best way to show this symbolically without the use of an obvious explanation. The final face card, the Airhead, shows a tablet being the lowest of the three technological "levels" portrayed by these cards. On the screen of the tablet is a mouse (used to represent the users finger) hovering over an 'A' button. The Airhead is doing design work, but game design as opposed to graphic design. It is still design, but not the right type of design. The Ace card is the simplest of the six. The ace is the card icon, the computer mouse, but instead of line-art, is filled

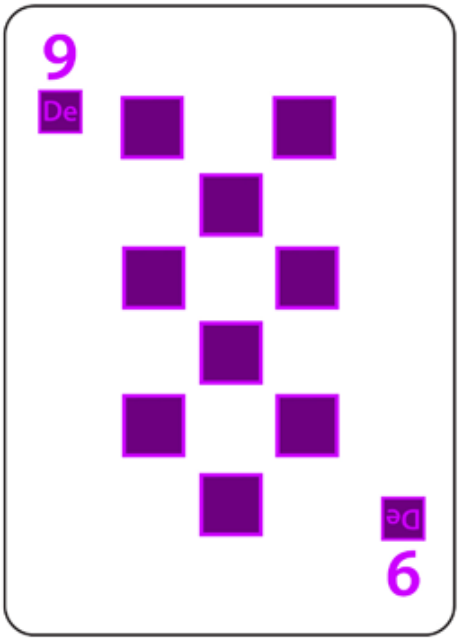
with colour. The number card is the icon, placed in different positions, but the card holds nine copies of the icon as opposed to one. The final card or rather, the back of each card follows the same colour scheme of white and purple, with the added black. The back of the card is fully purple with alternating white and black computer mice, creating a pattern, but still sticking with the theme provided on each of the other cards.

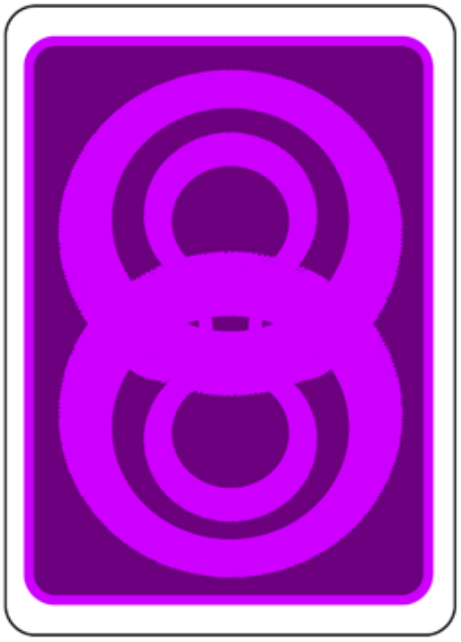
Process Work

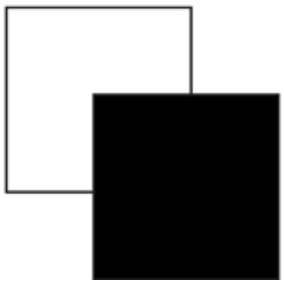


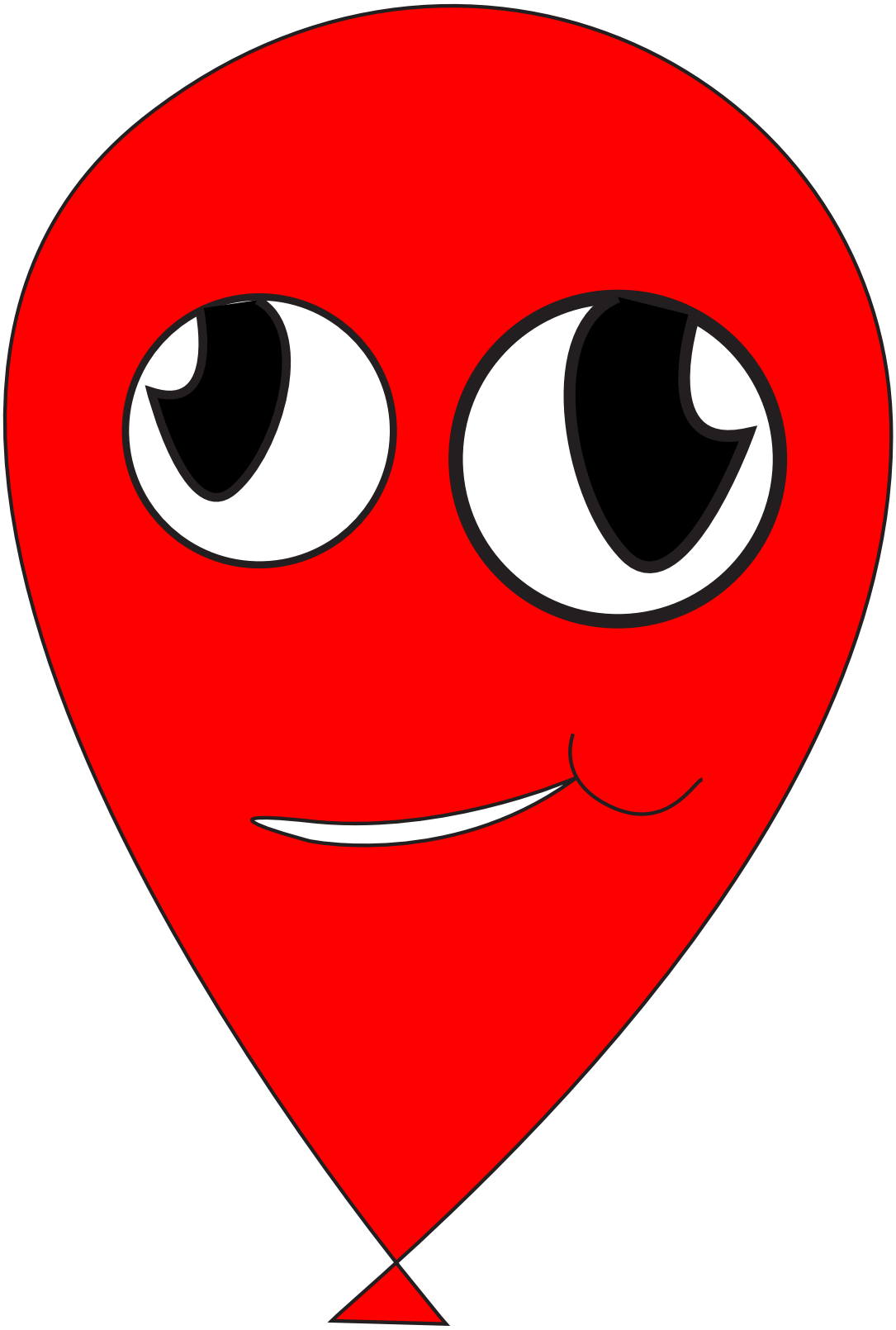




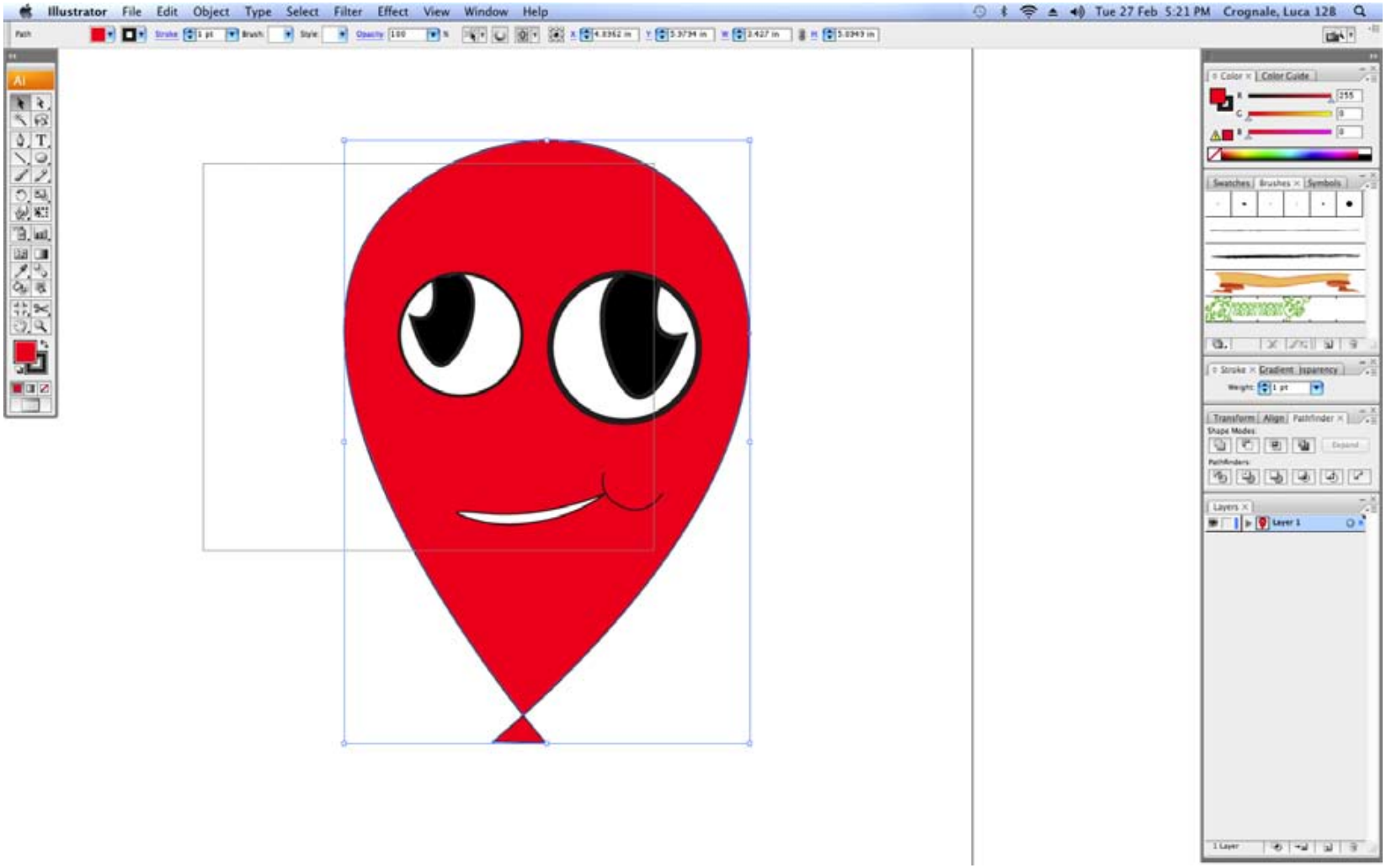








Free
Balloons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Brushes
Symbols
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Gradient
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Transform
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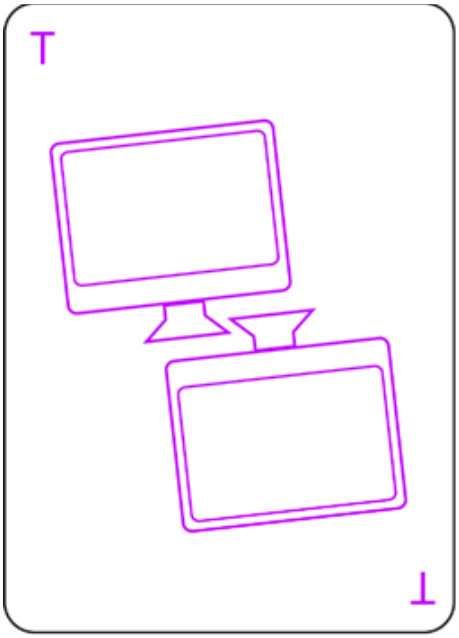
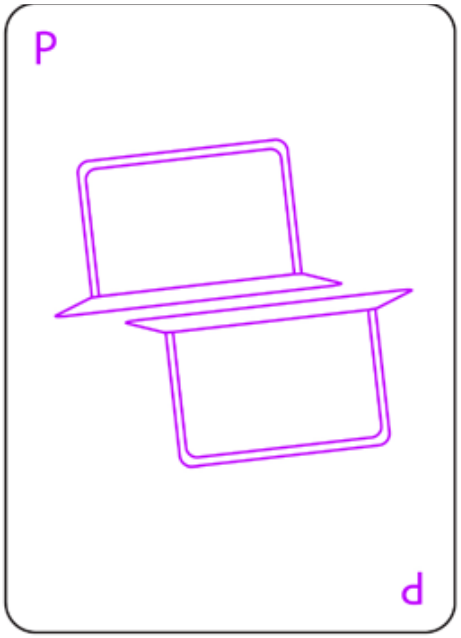
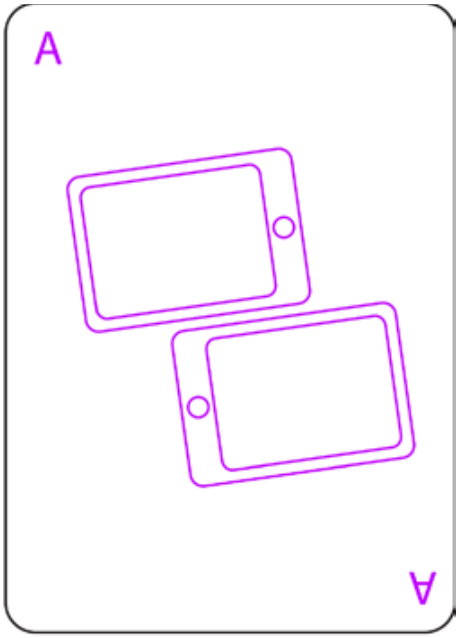
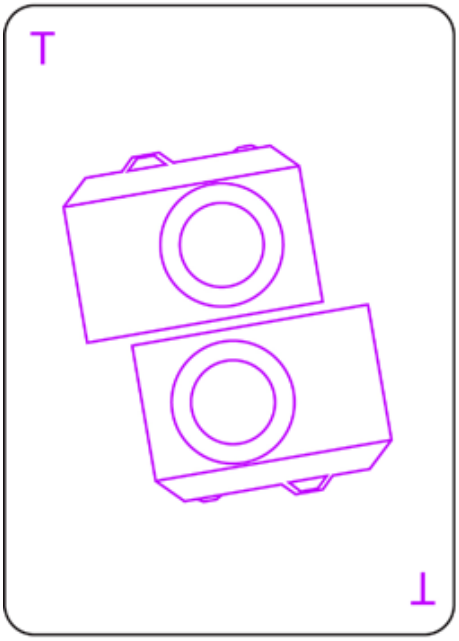
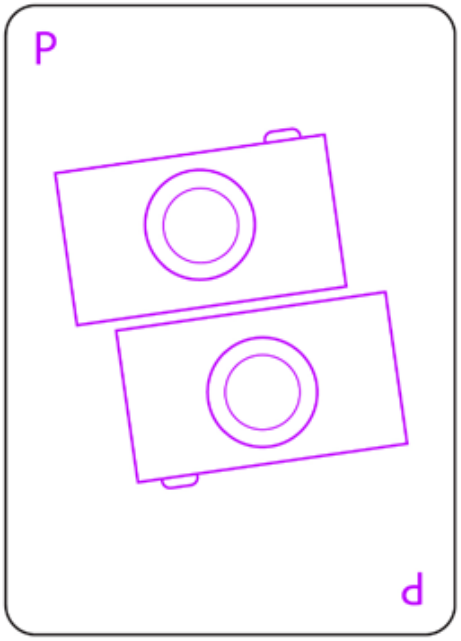
Pathfinder
Layers
Layer 1

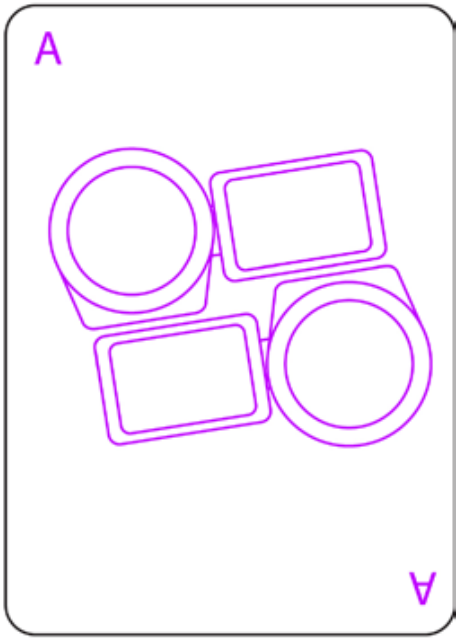


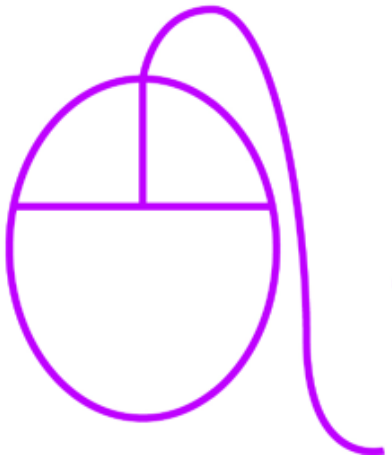




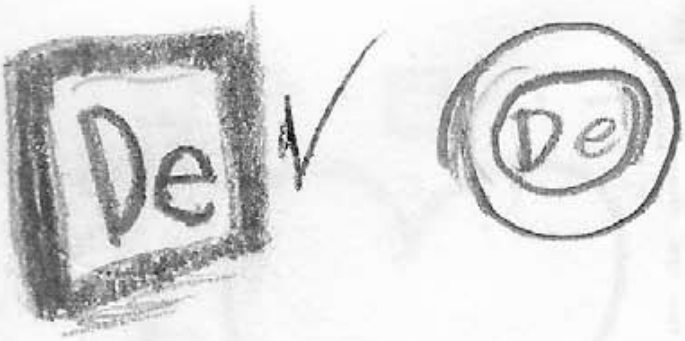


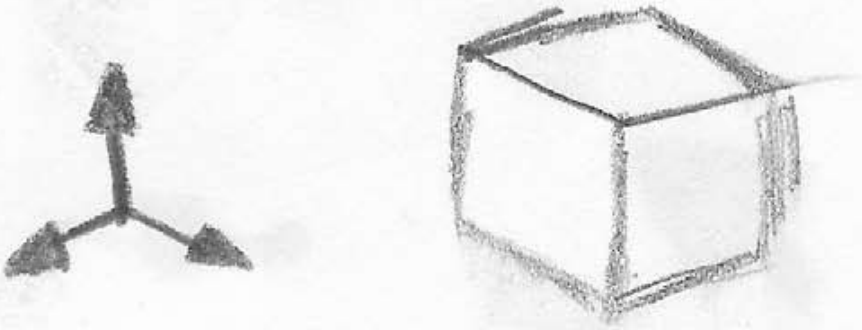






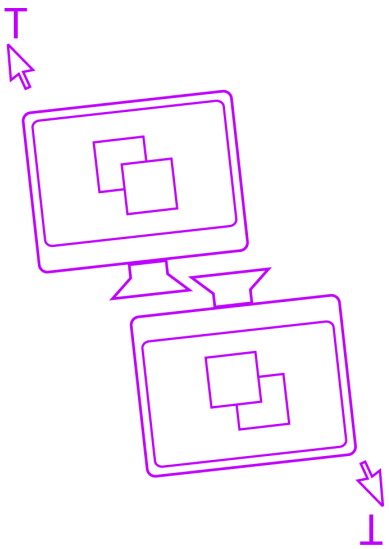
ICON

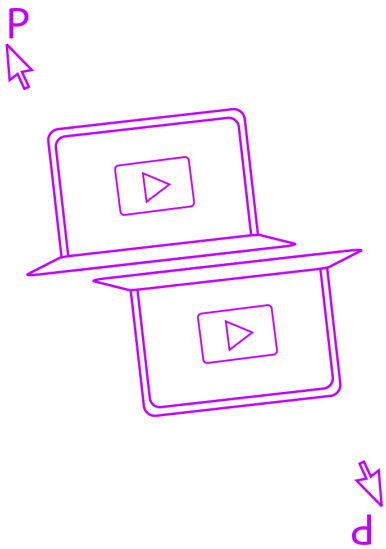


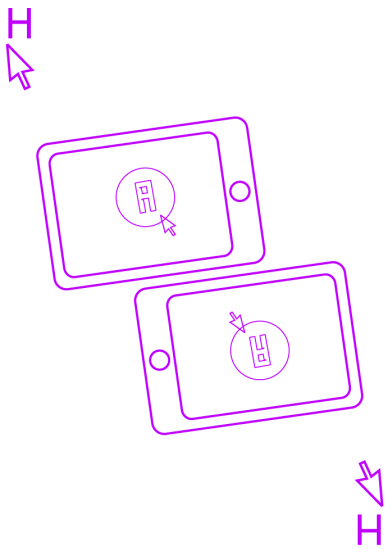


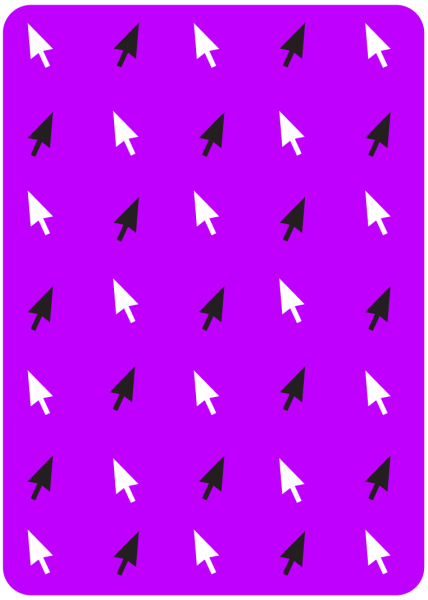
Design
Helvetica Bold
OR
Comic Sans

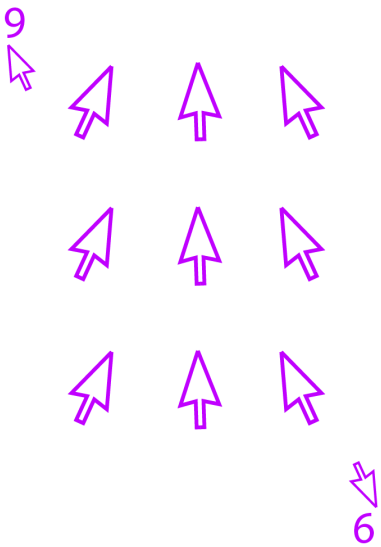
FINAL CARDS

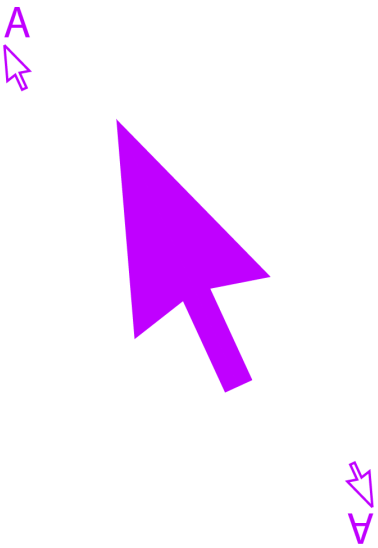












Exercise 3: Patterns

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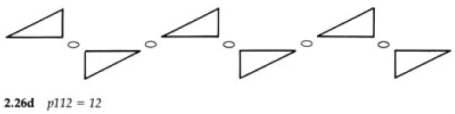
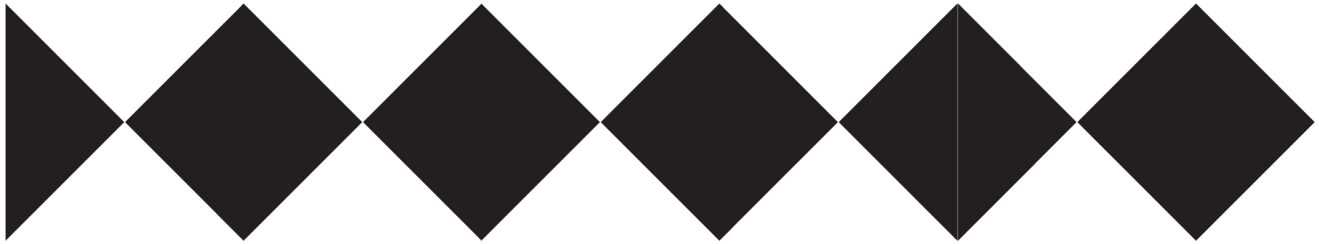


Version 1



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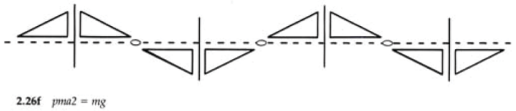

Version 3

Line diagram from Dorothy K. Washburn and Donald W. Crowe, Symmetries of Culture: Theory and Practice of Plane