

INTRODUCTION TO WEB DESIGN **CMP 2035**

sketches

DESCRIPTION

The first step many designers take in the visual design of any product or service is to sketch. Design in the context of the web is no different. For each set of templates, students will create ten unique sketches. For example, if the website is comprised of three templates, three sets of ten sketches will be produced, thirty in total. The sketches should be approximately four inches by four inches and may be done in pencil or pen, black and white or color, but they must not be done on a computer. Once the sketches are completed, scan or photograph them. Identify the top three sets of sketches and share them with the client. Ask the client what direction the client thinks works best for the site's visitors.

course info
cmp 2035
spring 2016
2 credits

meeting time
wednesdays
9:00am-12:15pm

instructor
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office hours
by appointment

website
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OBJECTIVE

The purpose of sketching is to explore a variety of possible concepts and ideas. Students are encouraged to use their imaginations and try a wide range of possibilities. The sketches need not be strictly beholden to the wireframes. In terms of layout specificity, the wireframes are intended to serve as less "letter of the law" and more "spirit of the law," in other words, general guidance, not holy scripture.

DEADLINE

This assignment is due at the beginning of the next class. Please commit and upload your files to the master branch of your GitHub repository in a subfolder named "13 sketches."

WEIGHT

This assignment carries a weight of 2.