

PROJECT 3: ZINE

DUE DATES

10/23Sketches/Concepts
10/30Progress Update
10/06Critique
11/13Final Submission

DESCRIPTION

This project will focus on the basic usability of Adobe InDesign; interface, tools, pages, spreads, and working with type en masse through character and paragraph styles. As well it serves as an introduction to compiling images, illustrations, and graphics created in Photoshop and/or Illustrator into a single piece. You will design or redesign a magazine cover (front and back, inside and out) of your choosing, as well as an 8 additional pages. You will be required to source any fonts, images, illustrations, and other graphics you deem appropriate for the redesign. They should work to support the tone and direction of the magazine. The language used may be pulled directly from an existing magazine or Greeked using Lorem Ipsum or any other text generator.

SUBMISSION REQUIREMENTS

All work must be minimum of 12 pages, between 8.5" x 11" and 11" x 17" flat, 300ppi, printed, bound, and folded to half that size. Each individual page will be between 5.5" x 8.5" and 8.5" x 11". These requirements must be met unless other arrangements have been made with me prior to the submission of your work.

All source and working files, including previous versions of your final pieces, must be submitted to the MacNetwork using proper folder structure and file naming convention.

GRADING

You will be graded on the final quality of your work, the execution of your work, and for active participation in the critique. You will be held responsible to learn the following skills by the end of the project.

- Understanding of the InDesign user interface
- Basic functions of the InDesign tool set
- Proper use of type styles
- Basic understanding of composition and vertical rhythm
- Integration of multiple images, graphics, and fonts into a single layout

Note: Any and all questions should be addressed immediately as to maximize your working time.