

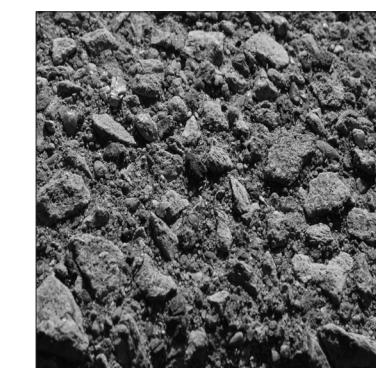
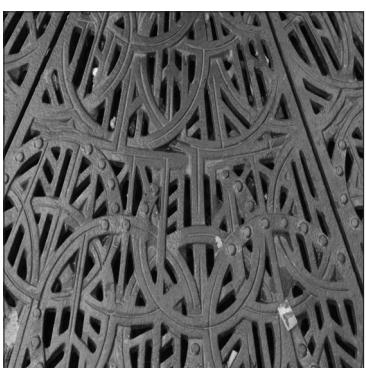
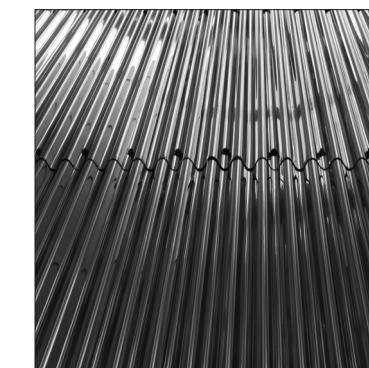
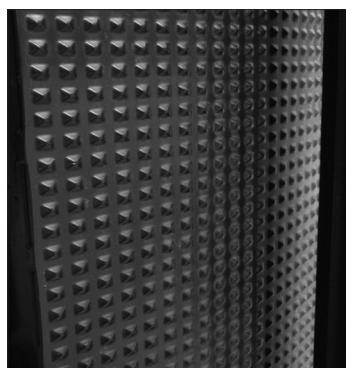
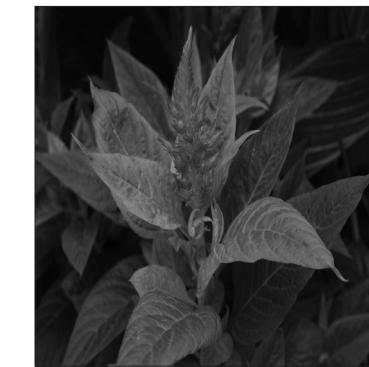
A.

Self-Authored Library of Images.

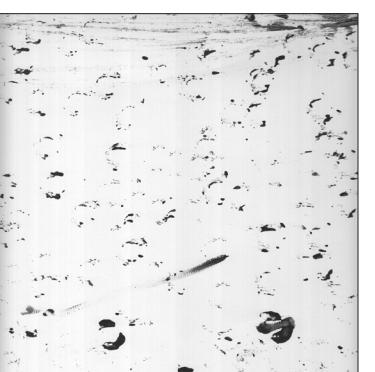
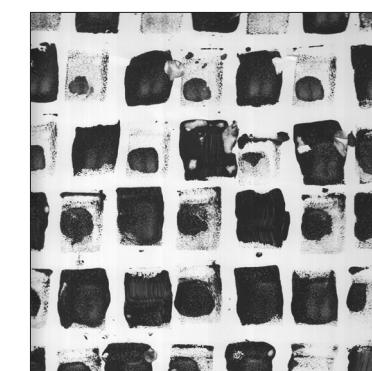
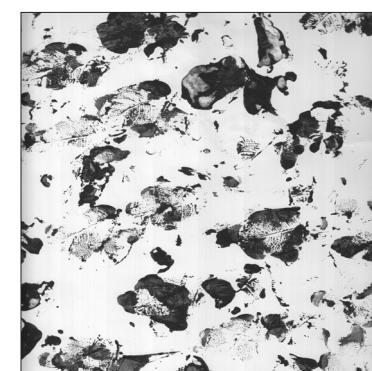
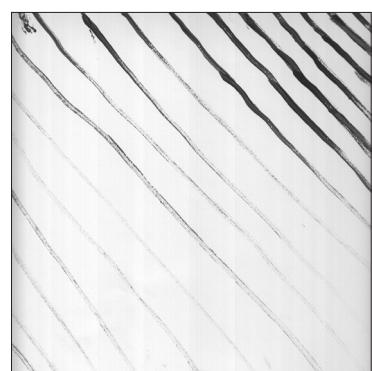
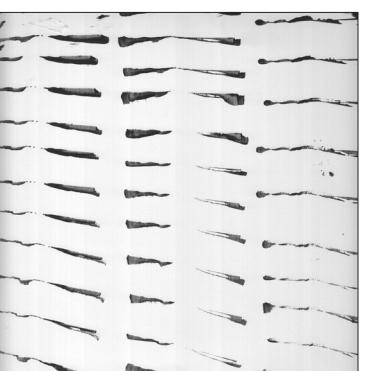
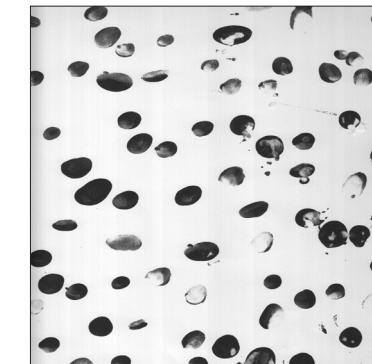
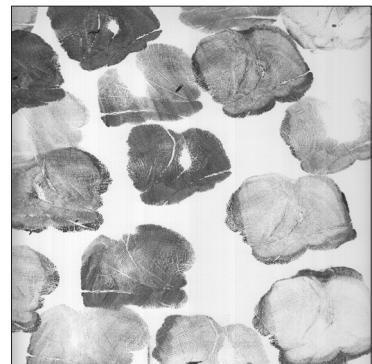
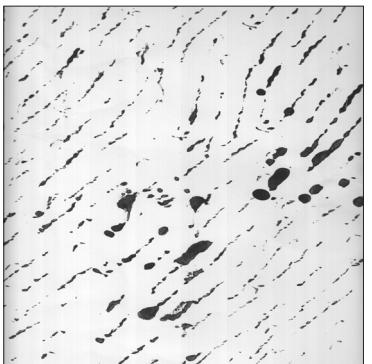
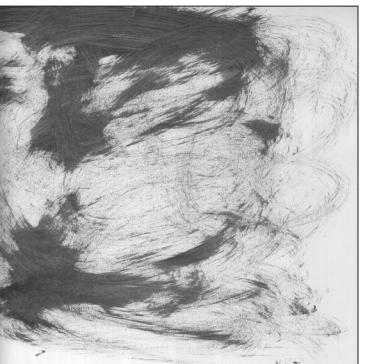
Textures, Patterns and Photomontage.

The following are photographs of textures found in the environment, made by hand, scanned in from magazines and vector patterns created in software.

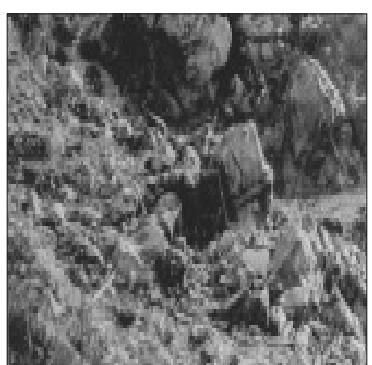
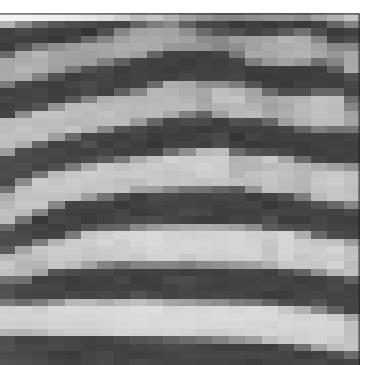
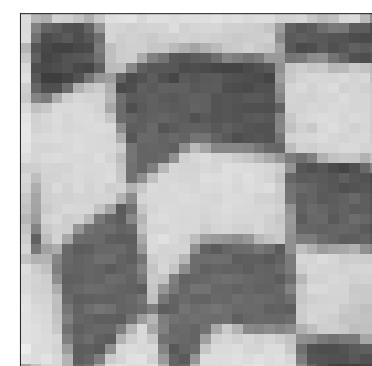
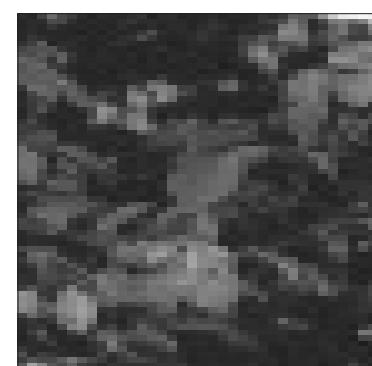
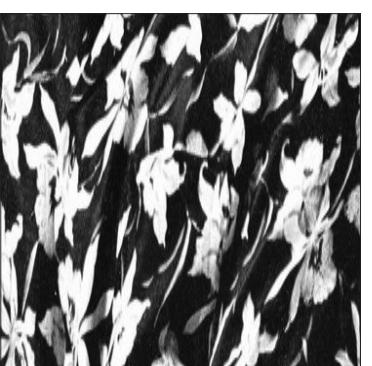
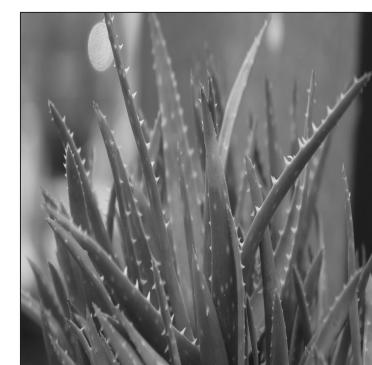
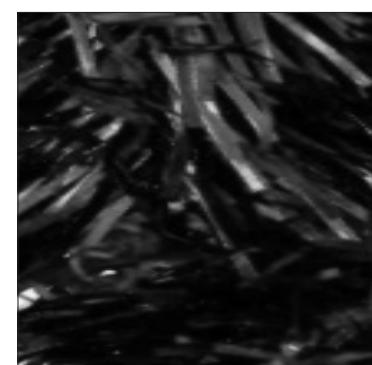
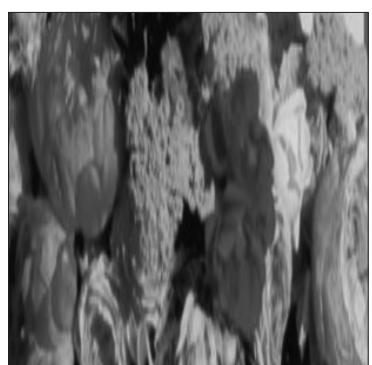
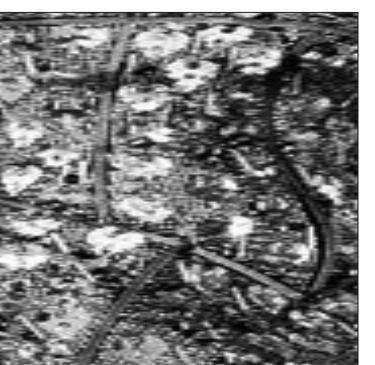
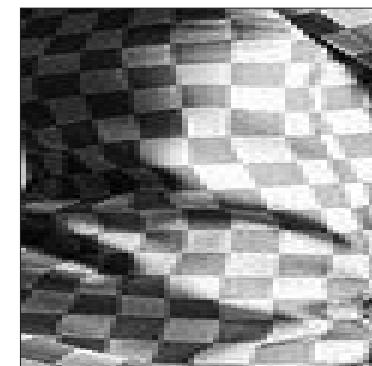
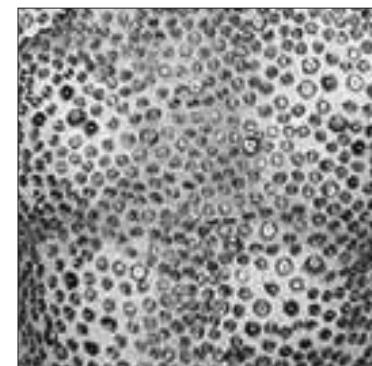
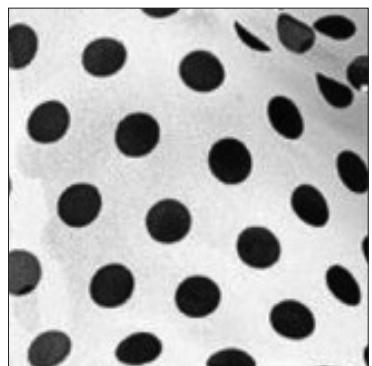
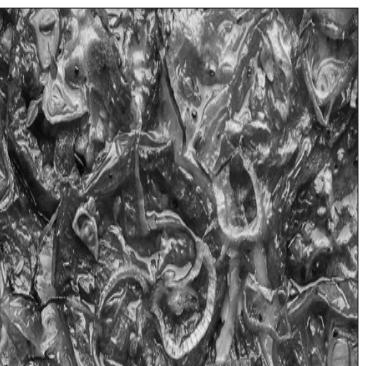
Camera. Tempera paint. Illustrator. Photoshop.



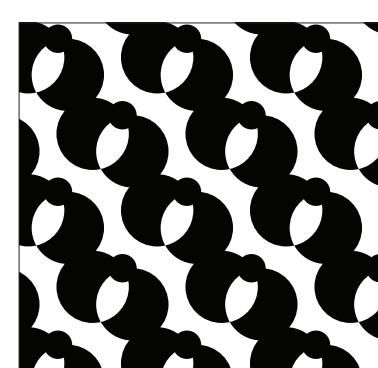
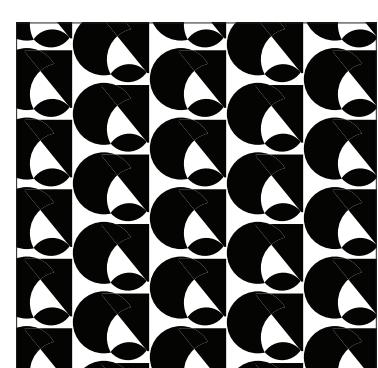
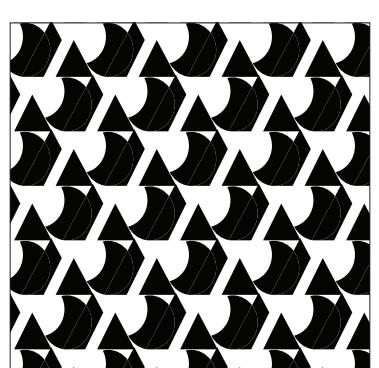
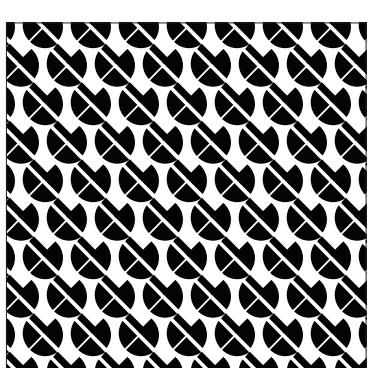
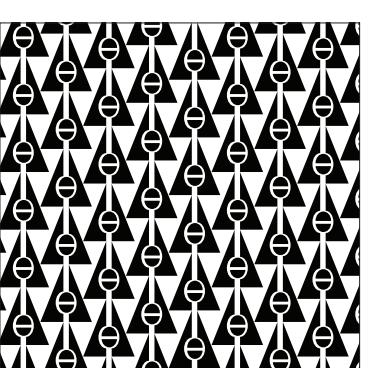
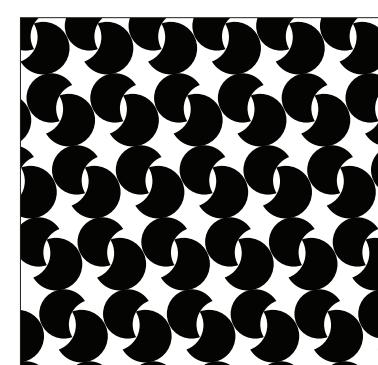
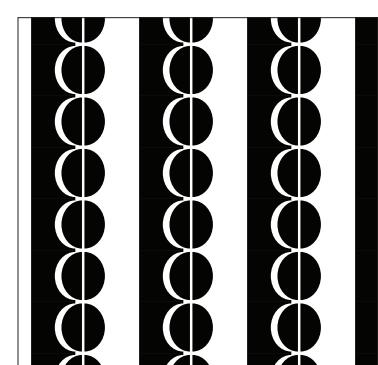
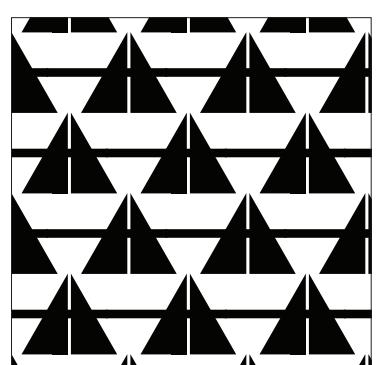
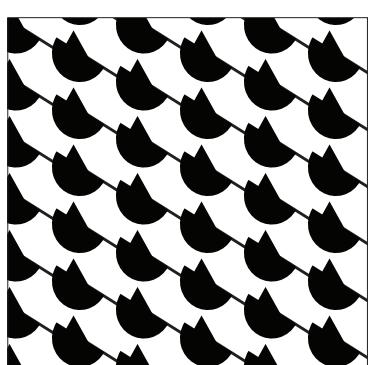
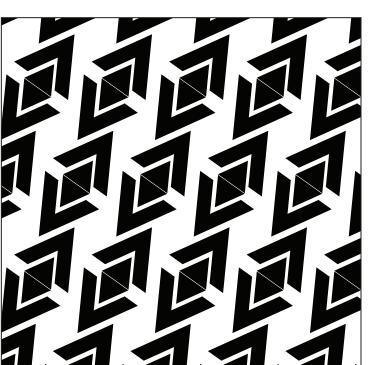
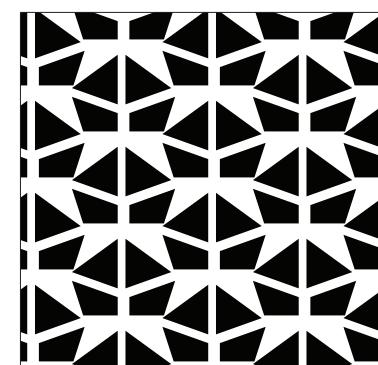
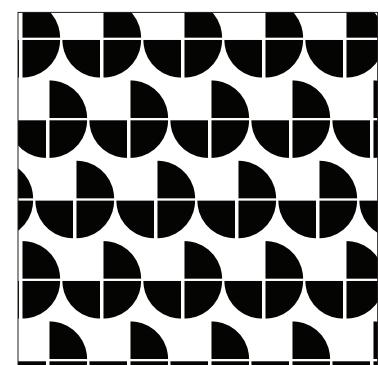
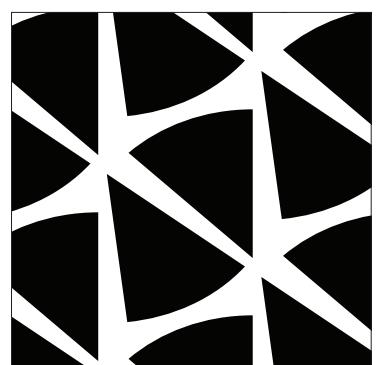
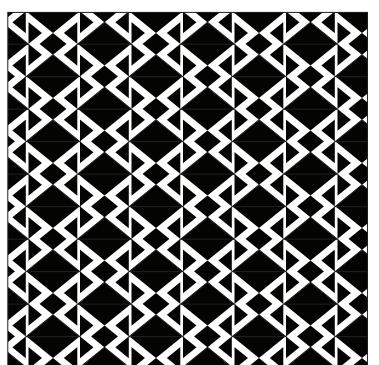
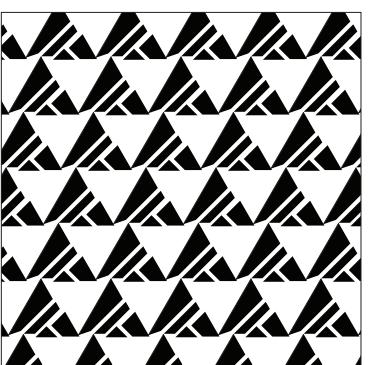
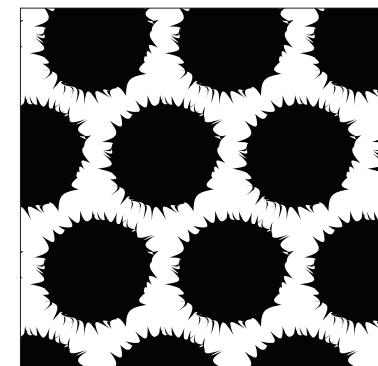
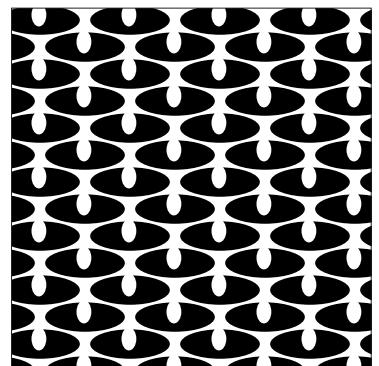
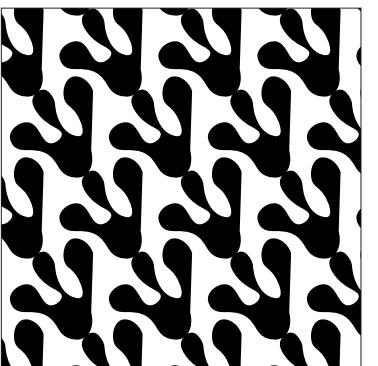
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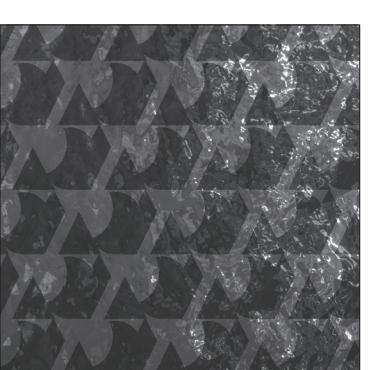
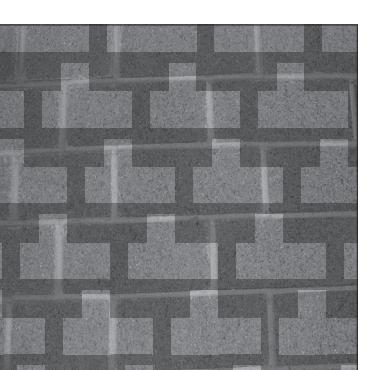
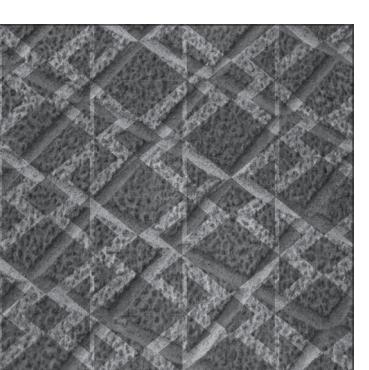
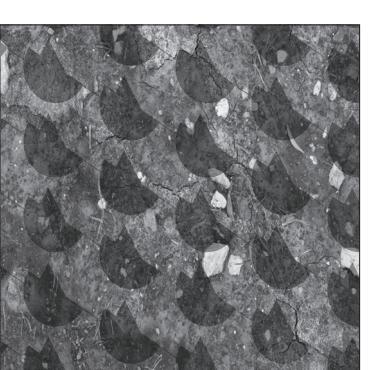
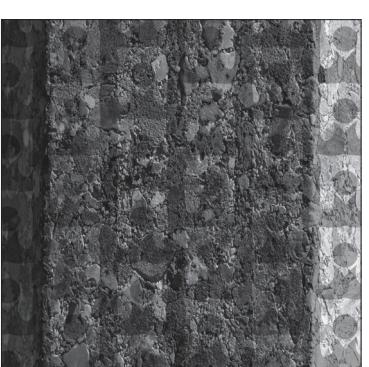
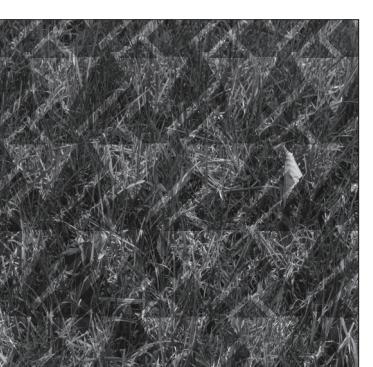
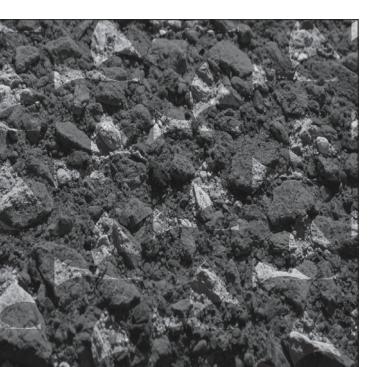
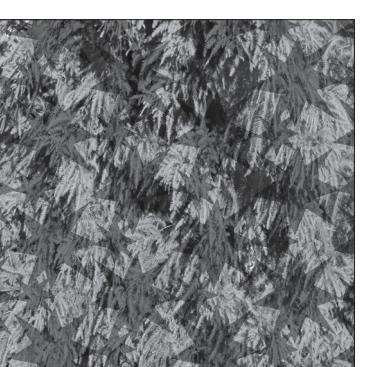
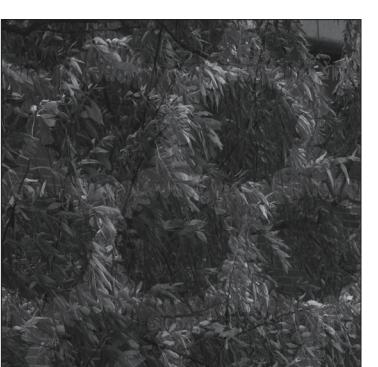
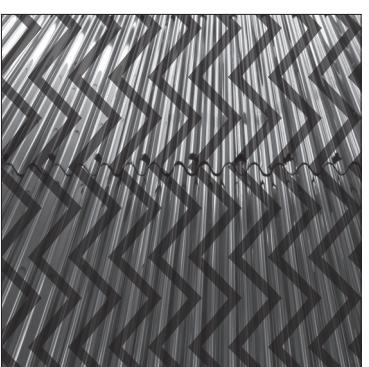
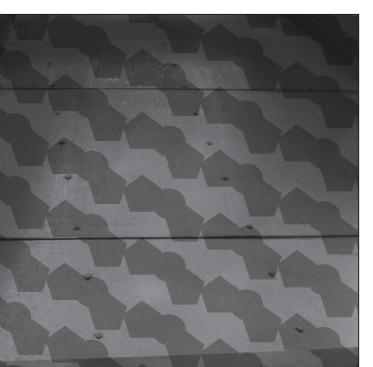
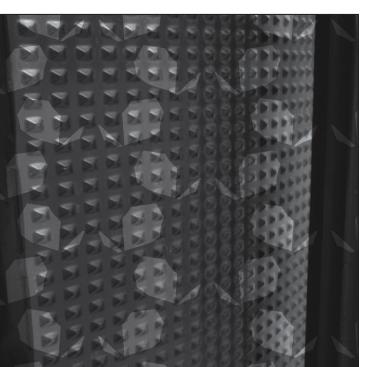
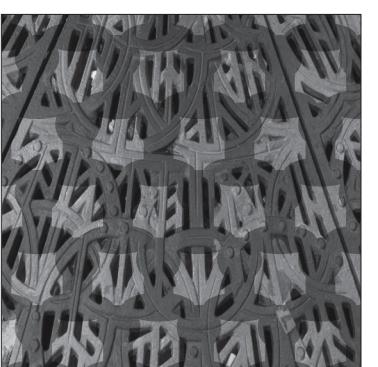
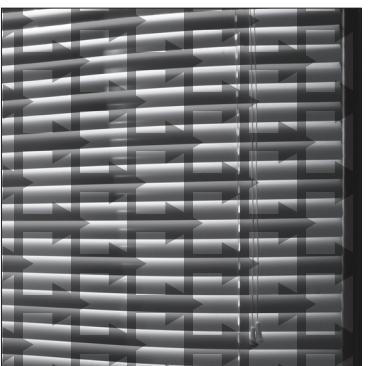
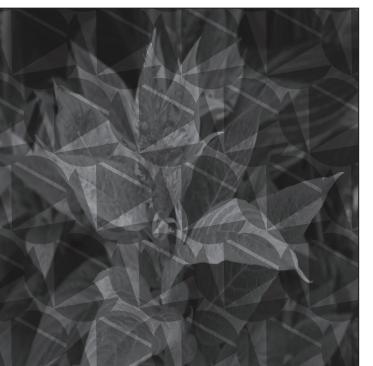
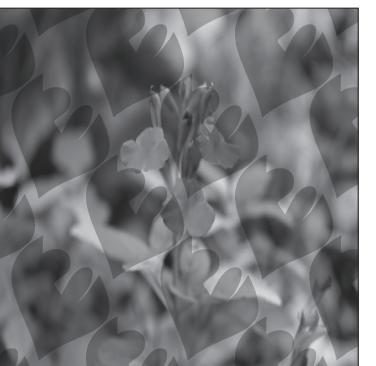
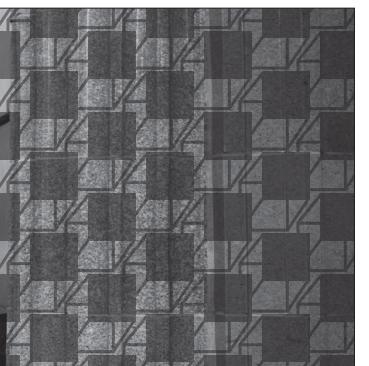
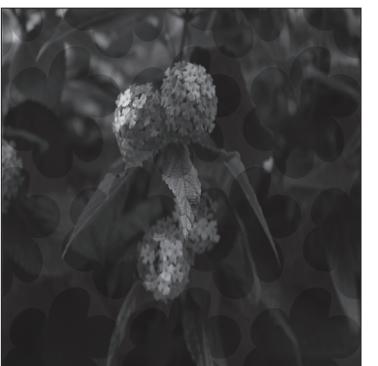
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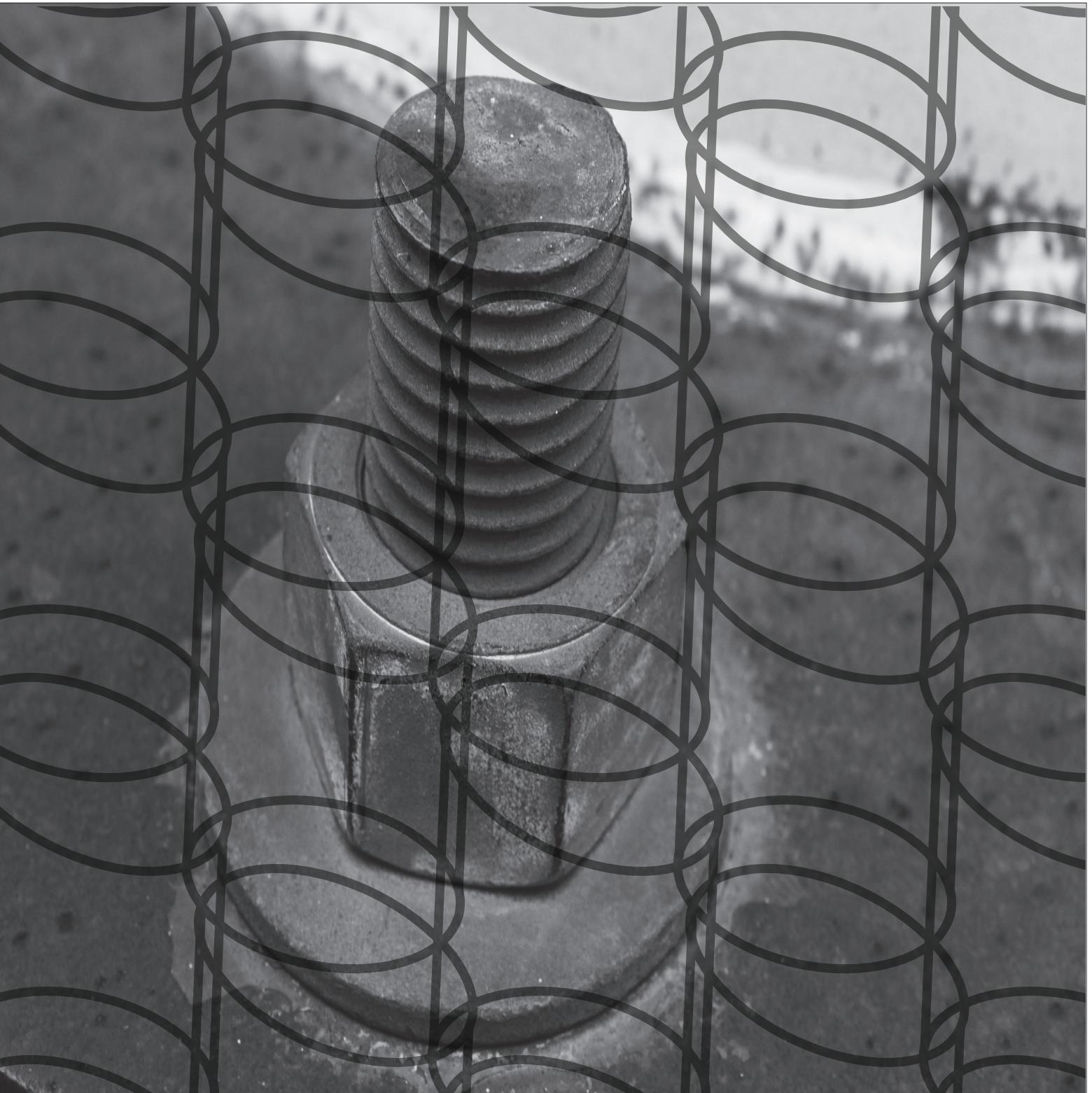
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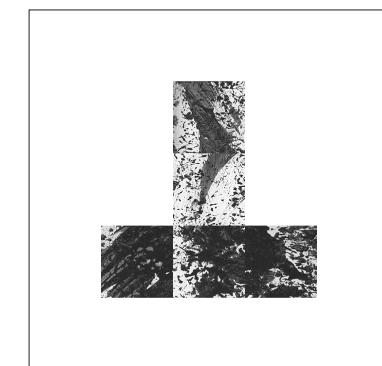
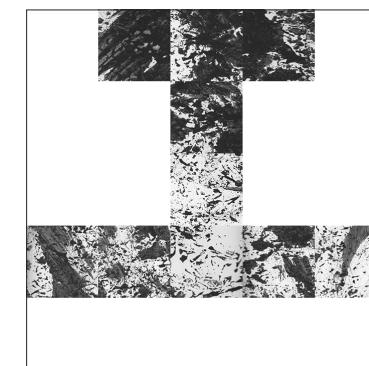
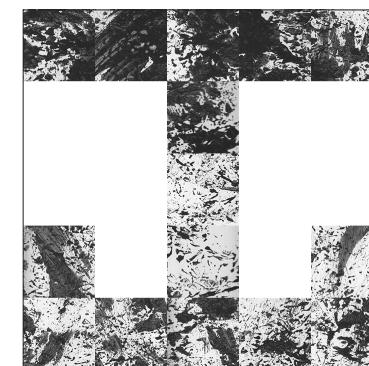
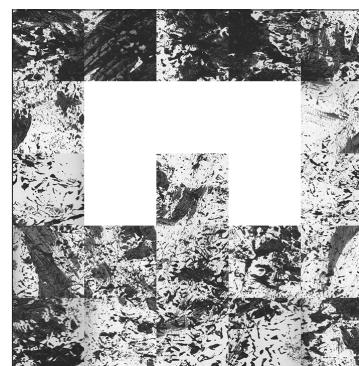
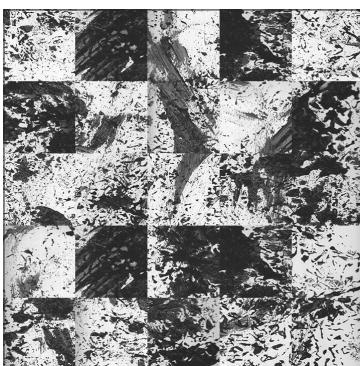
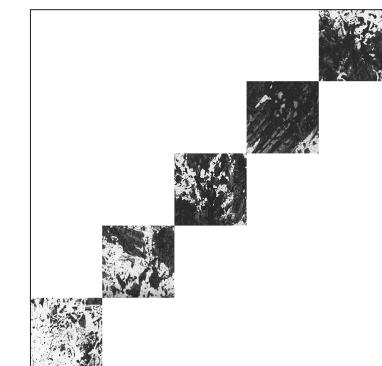
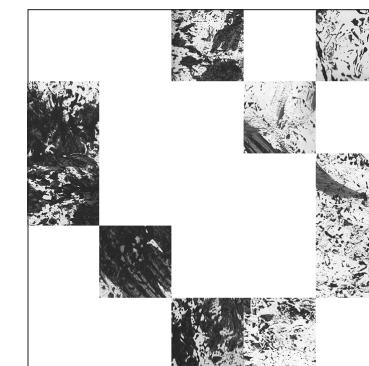
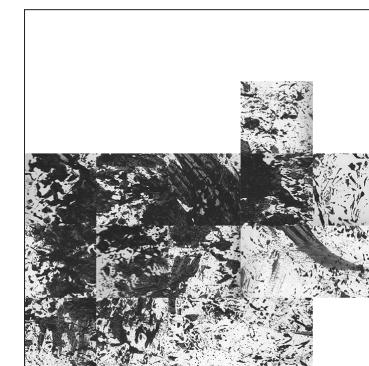
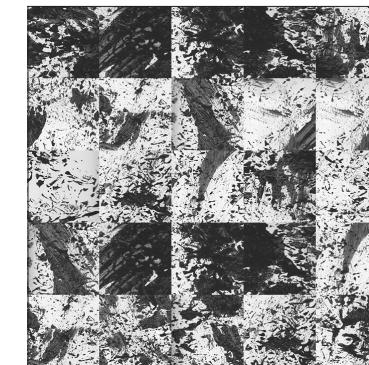
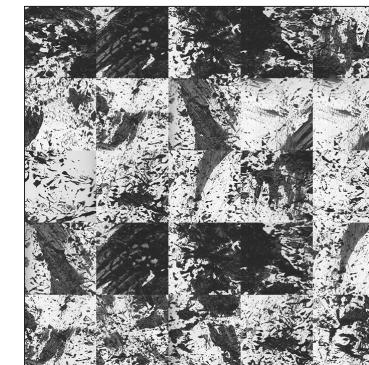
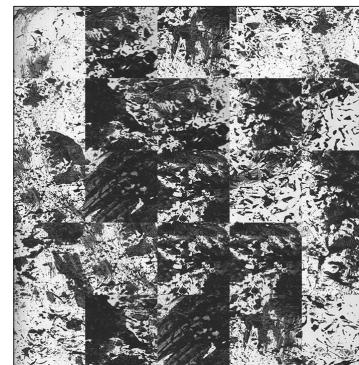
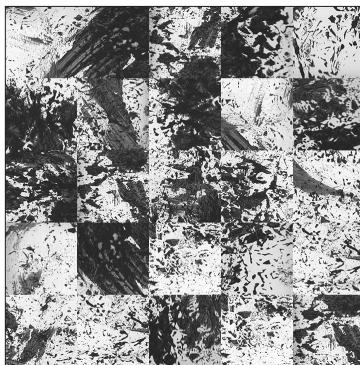
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Exercises 1–5: Variables, Conditionals, & Sequence.

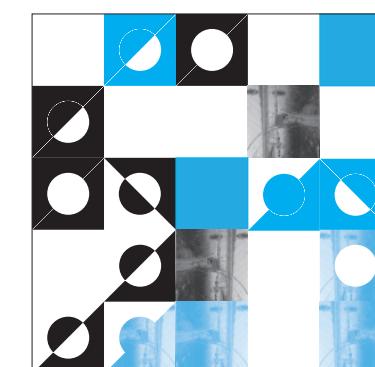
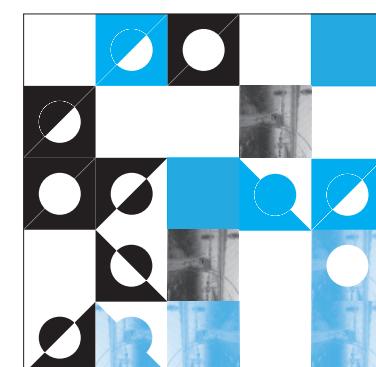
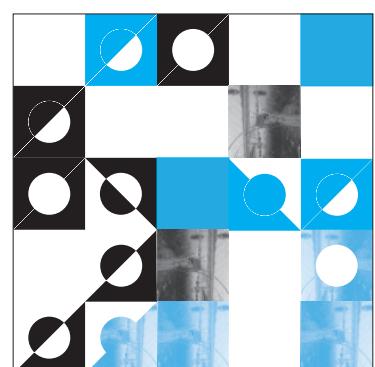
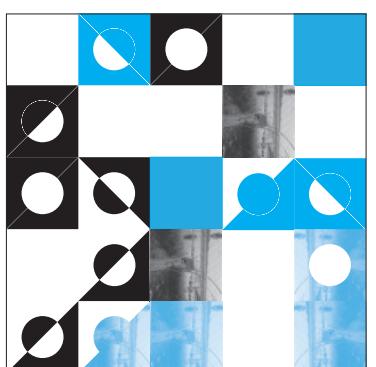
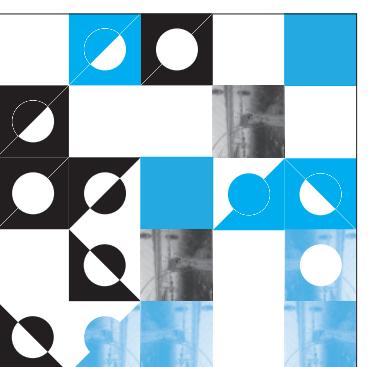
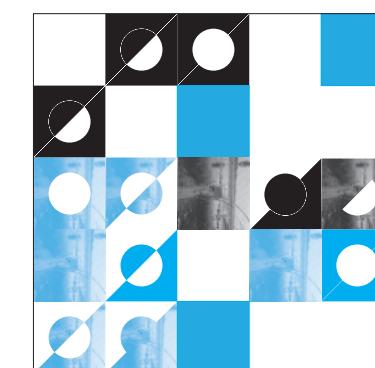
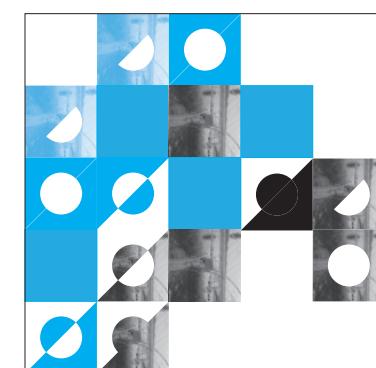
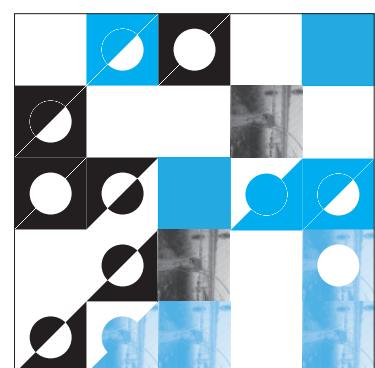
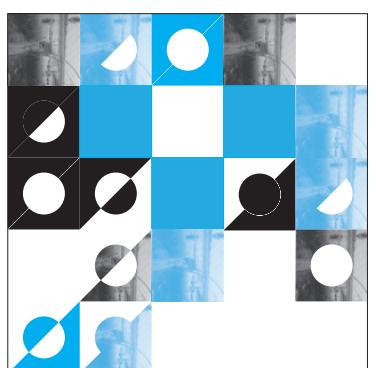
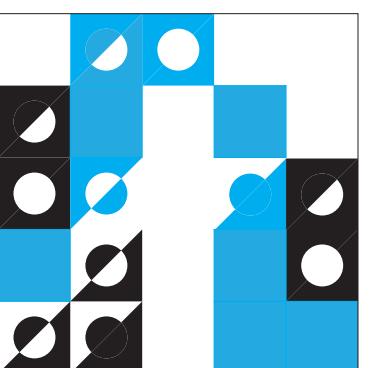
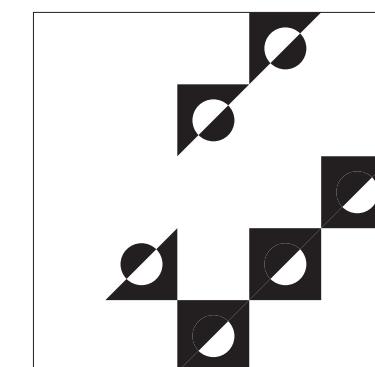
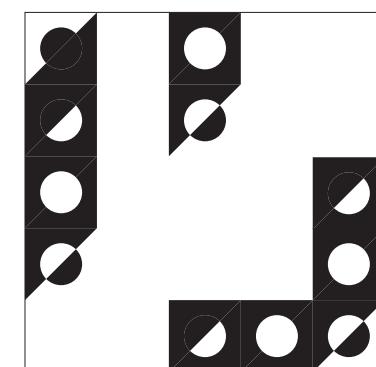
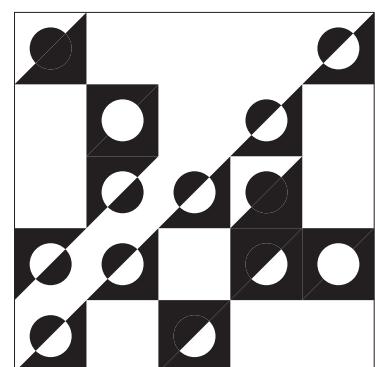
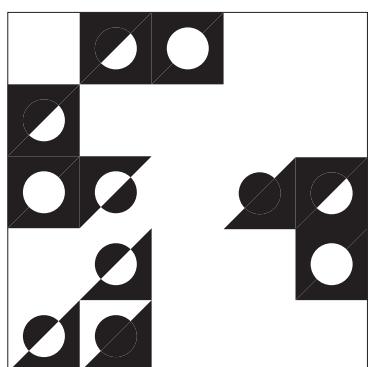
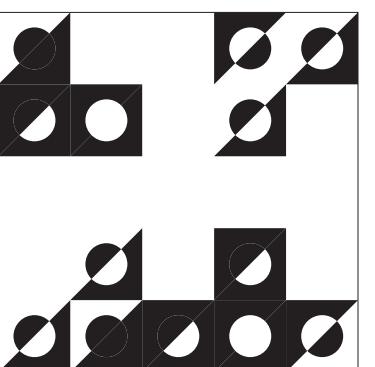
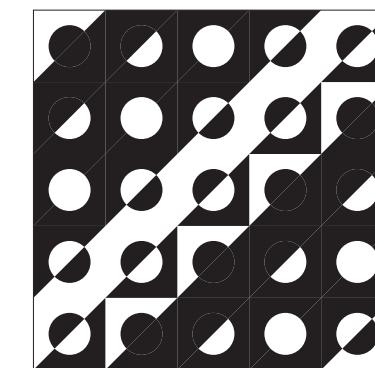
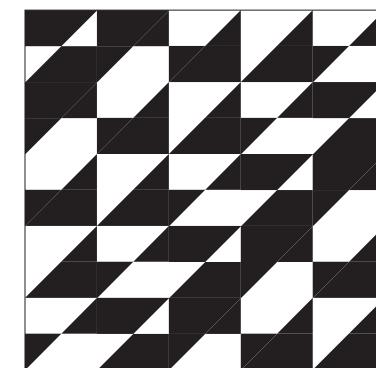
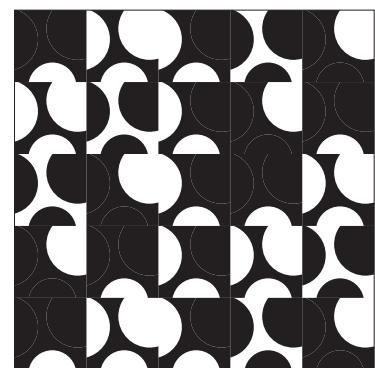
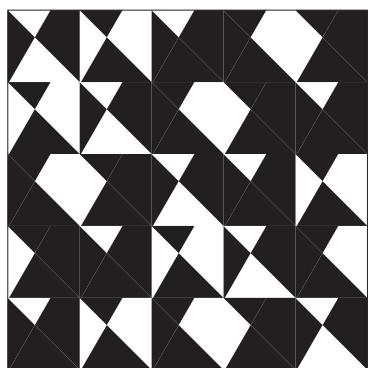
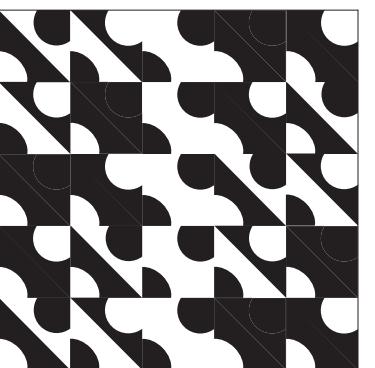
The following exercises were based on the process of generative image making. Each was based upon a system of conditions, variables, and parameters that can alter the image through a successive series of permutations.

This series of abstract compositions make use of conditions and variables to establish an image sequence that results in a unique visual composition. Cells are divided into four component parts using any combination of horizontal, diagonal, or vertical lines to do so, divisions need not be equal. Next, a set of conditionals that control the quantity and placement of those cells are established.

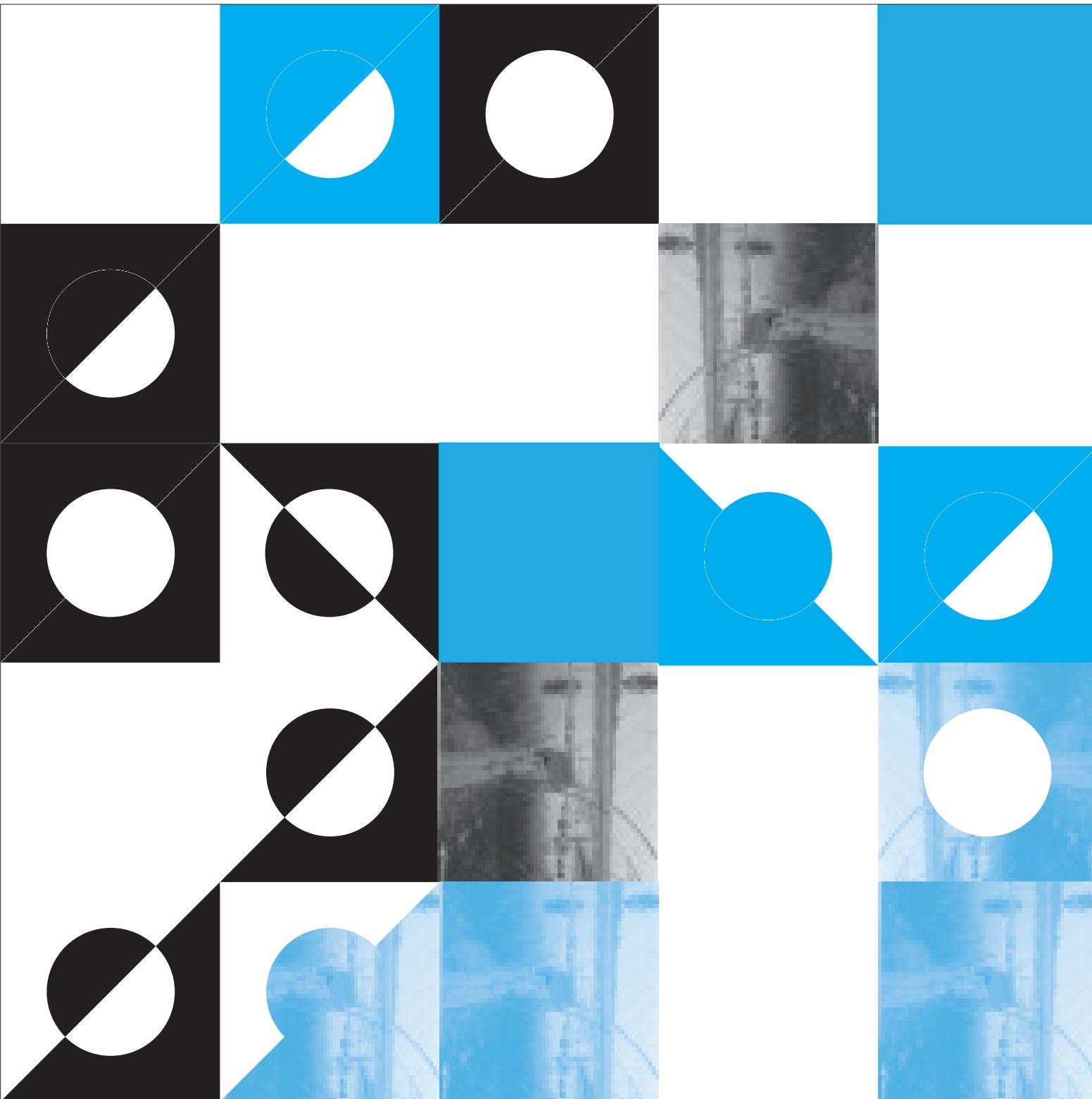
Illustrator. Photoshop.



B.



B.

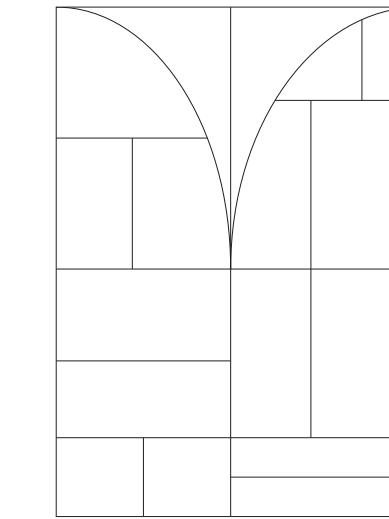
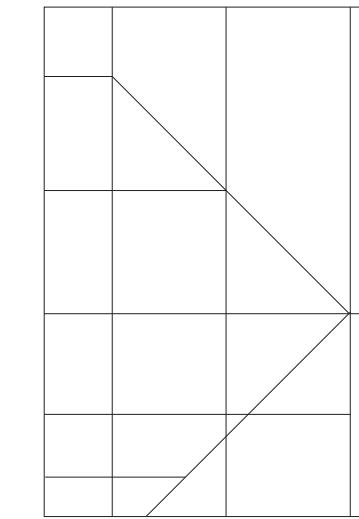
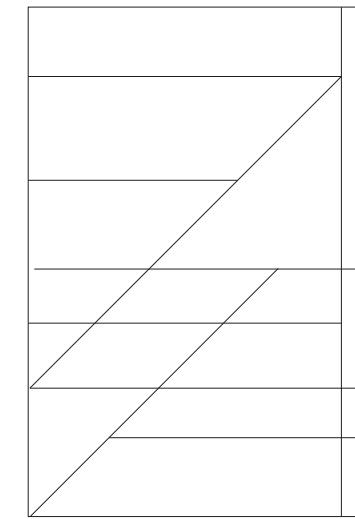
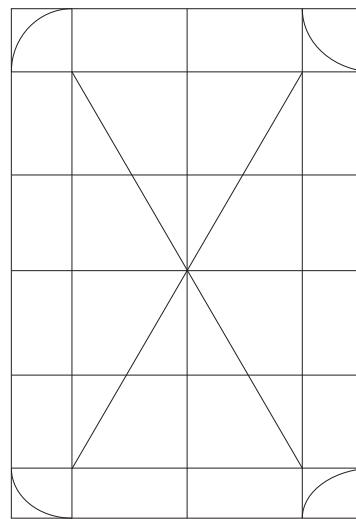
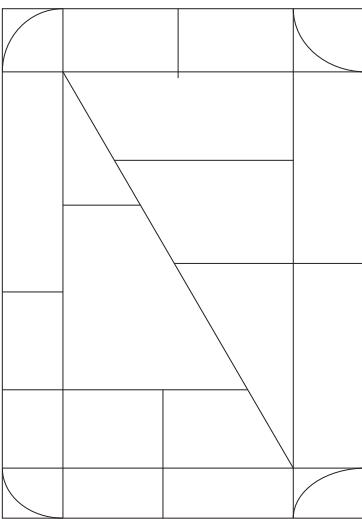
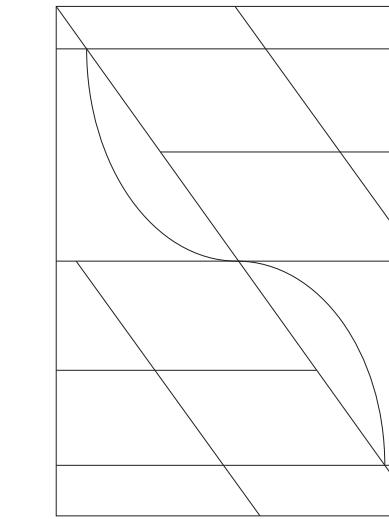
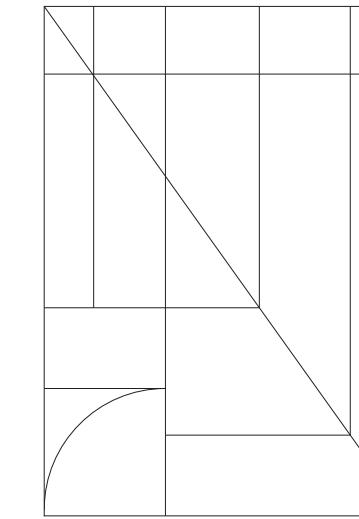
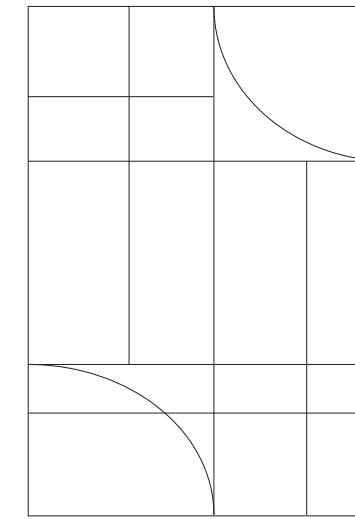
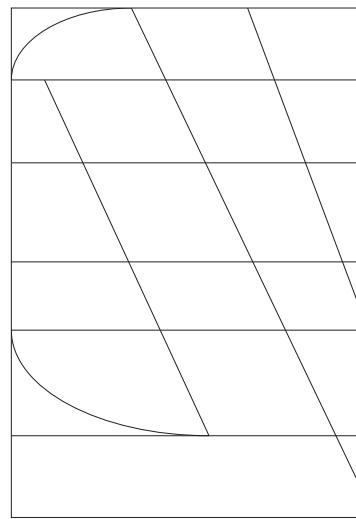
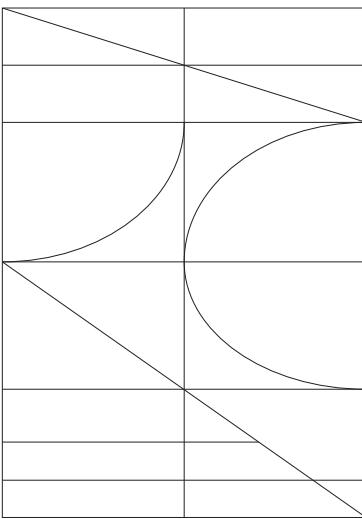


C.

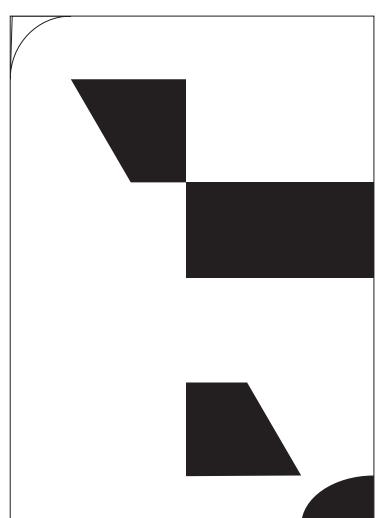
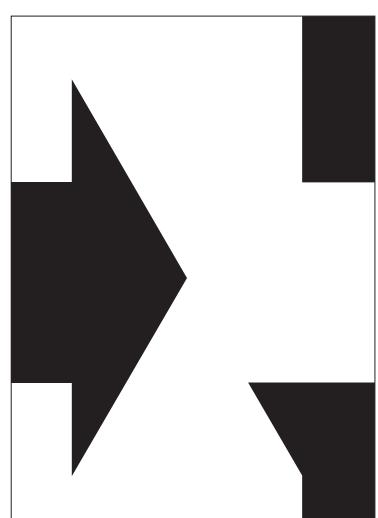
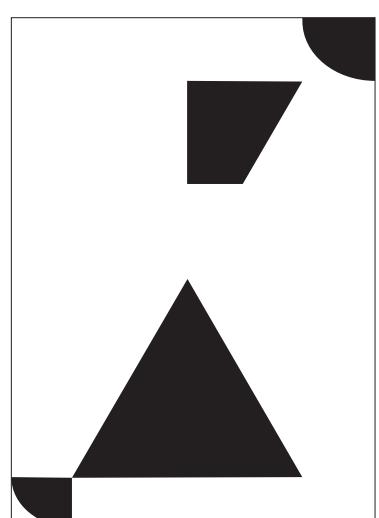
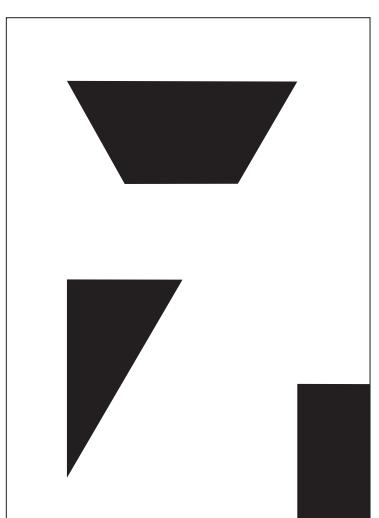
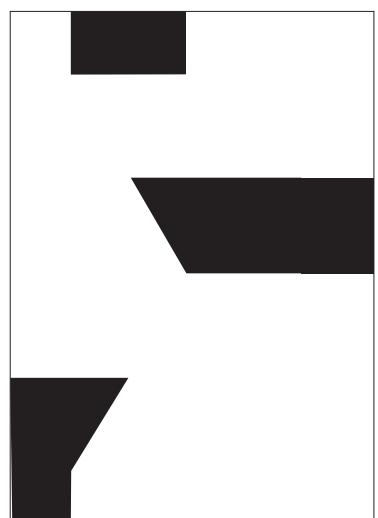
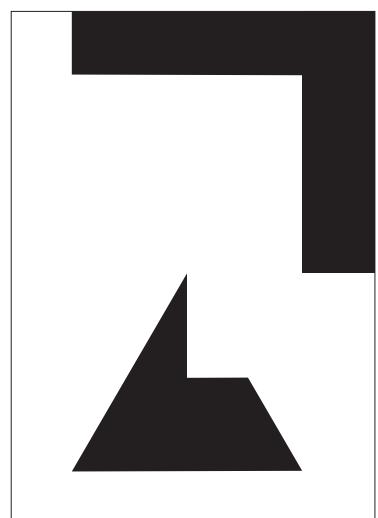
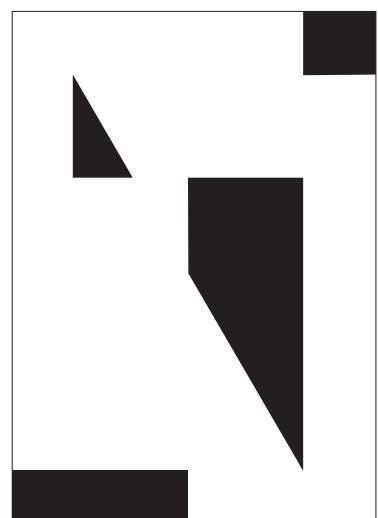
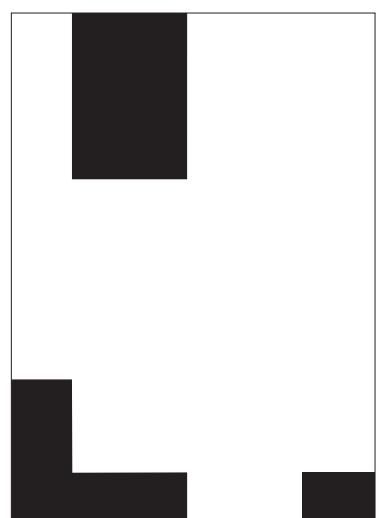
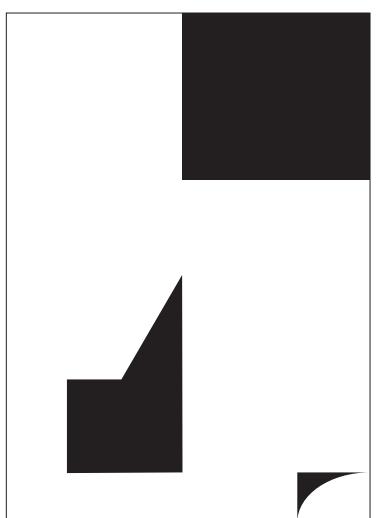
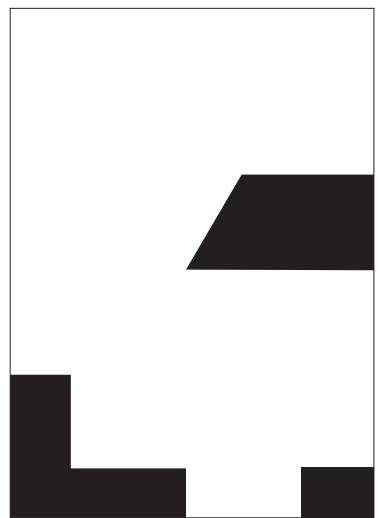
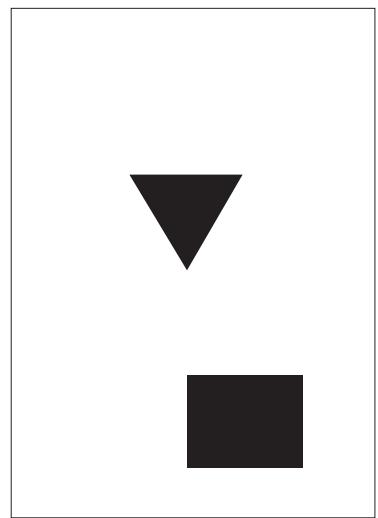
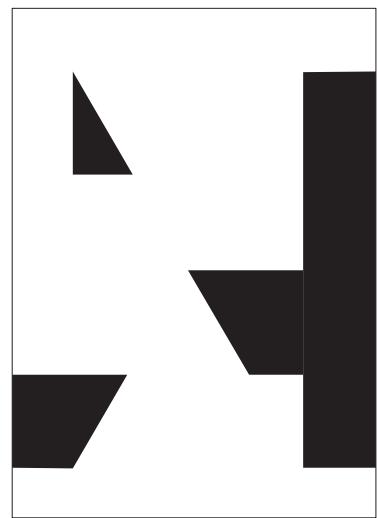
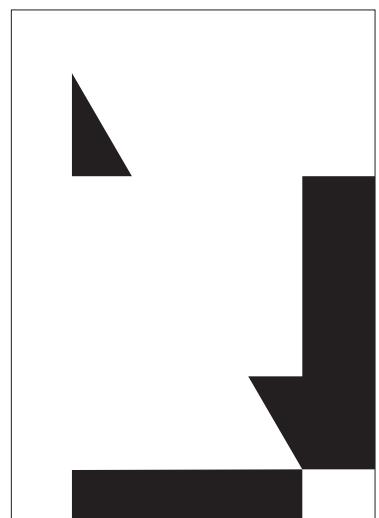
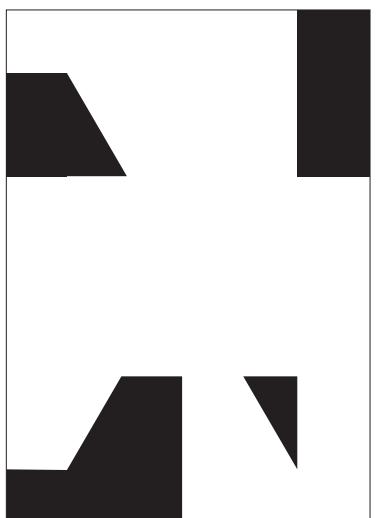
Exercises 6–10: Grid.

This exercise allows you to explore the variety of basic space organization. Later you create black and white compositions using that grid. The grid will allow you to place your patterns and textures inside your new shapes. You can create inexhaustable variations within the grid.

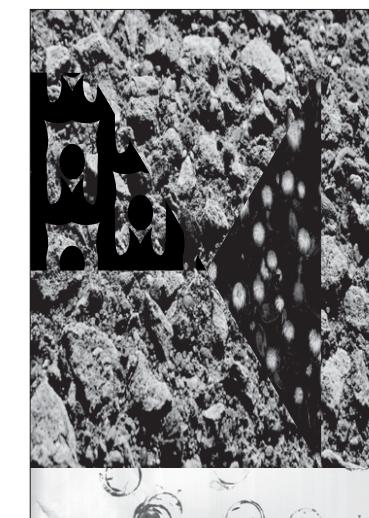
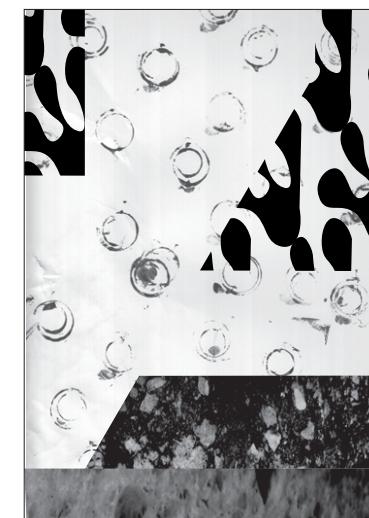
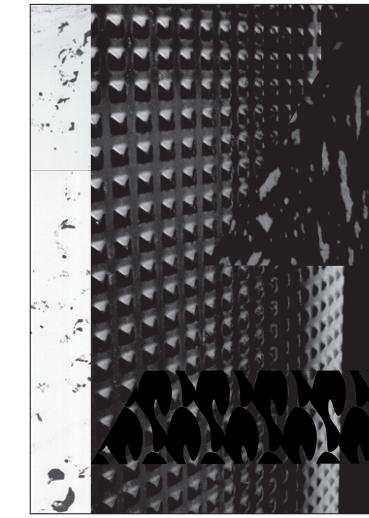
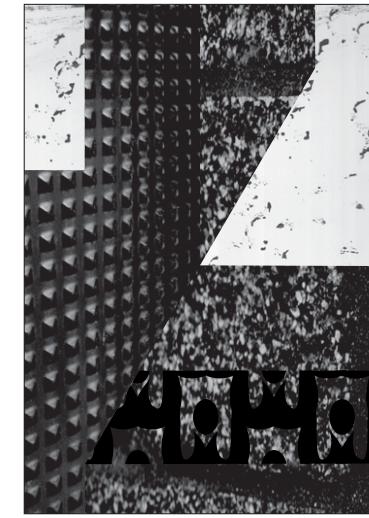
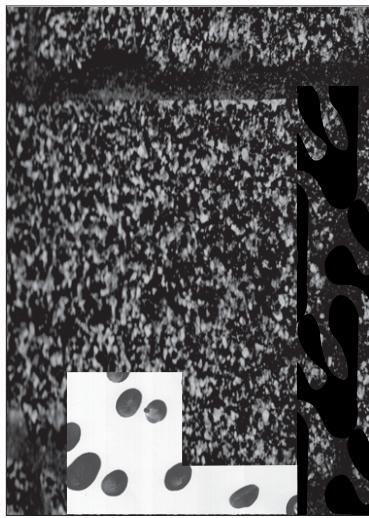
Illustrator.



C.



C.



C.



D.

Project: Card Game.

Rethink and redesign an existing card game, use its existing system as the basis for a new game.
The purpose of this project is to deconstruct the parts and invent a new card game using the software tools, techniques and images from previous exercises.

Indesign.



D.



The Game Includes:

- 60 cards total
- 6 different colors from numbers 1–10
- Colors: pink, blue, red, purple, green, yellow.

The Game Play:

1. Shuffle the cards and each player is given four piles of seven card. The remaining four cards should be placed in the middle, facing up.
2. When the game starts, each player can either: search a card from their piles and trade that card with one of the four middle cards or search for 4 cards in their 4 piles with the matching color or number.
3. Repeat until you've made 3 piles of 4 cards.
4. First one to make 3 piles of 4, wins.

The Objective of the Game:

To be the first player to collect three piles of four cards based on numbers or by colors.

Enjoy the Game :)

For 2–3 Players. Age 10+