

> major independent

> objective(s):

Students will select, compose a lesson plan for, and create a work of art of their choosing.

> curricular focus:

Students selections must provide an artistic challenge and take previously learned skills/tools to a higher levels or force them to use skills/tools they have yet to learn.

> specifications:

save lesson plan as: Major Independent Lesson Plan_LastnameF.doc

save project as: Major Independent_LastnameF

dimensions: between 70-80 inches squared (for Photoshop)

see instructor for specific document setup if using any other program

resolution: 300 dpi (for Photoshop) [Note: Resolution can be less but only with permission from instructor]

color mode: RGB

contents: Transparent

> instruction:

- discuss independent project parameters
 - must take previously learned skills/tools to higher level or force you to use skills/tools you have yet to learn
 - must be substantially different than previous projects done in class
 - you may select a project from a higher level if you are certain you will not be returning to CG in the future
 - goal is for this to be the best thing you have created all semester
 - tutorials may be used to complete a specific aspect of your project only
 - project cannot just be a tutorial unless approved in advance by instructor
 - project should take you approximately 5 class periods to complete (actual art production)
- show examples of previous student major independent projects
- discuss how to devise a proper lesson plan

> procedure:

STEP ONE: Select Project

- review project guidelines
 - see *Instructions* above
- how to choose a project
 - make sure it is something you are truly excited to work on
 - ideas can come from anywhere!
 - project examples, Internet, your imagination- as long as it fits the project guidelines you can do it!
 - tutorials can be used only if approved in advance by instructor
 - tutorials can be used to tackle specific struggles within your project
 - your project cannot just be following someone else's tutorial
- research project ideas
 1. browse Major Independent Project Ideas folder
 2. browse various CG websites for inspiration on project ideas
 - Abduzeedo is a great website for ideas (<http://abduzeedo.com>)
 3. you may choose a project from higher level if you will not be taking CG again in the future (<http://www.mhscomputergraphics.com/>)
- approve selected idea with instructor
 - provide visual example if possible

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STEP TWO: Complete Lesson Plan

- complete lesson plan template
 - open Major Independent Lesson Plan.doc
 - carefully follow directions for all sections
 - share with instructor for approval
 - save as: Major Independent Lesson Plan_LastnameF.doc
- some projects may already have a pre-existing lesson plan for you to reference/adapt
 - check with instructor

STEP THREE: Create Thumbnail Sketch

note: not all projects require a thumbnail sketch; check with instructor to see if you need to create one

- create thumbnail sketch
 - pencil only
 - quality should be better than traditional thumbnail sketch but not mock-up quality
 - label all elements (color, effect, layer style, font, etc.)
- approve with instructor

STEP FOUR: Create Artwork

- set up document
 - Photoshop directions are in Specifications
 - Illustrator or other applications specifications will be set by instructor
- think about *how* you are going to create your artwork *before* you start
 - consult with instructor to make sure you are on the right track
- begin work on computer
 - approve early progress with instructor
 - do a small portion of your project and check to make sure you are doing things correctly
 - seek regular feedback throughout creation process

> requirements:

- final artwork quality is as good as or better than all other artwork created this semester
- final artwork challenge is evident
 - artwork duration is minimum five class periods
 - utilizes previously learned skills/tools taken to a higher level or skills/tools previously unlearned
 - project is a departure from current curriculum (must be different than work completed in class previously)
- any tutorial used must be cited by providing the specific URL in both your lesson plan and art file
 - Photoshop- description field of metadata (go to File: File Info)
 - Illustrator- paste URL(s) into a separate Layer called Tutorials (should not appear on artboard; hide layer)
- construction is professional and clean
 - layers properly named; hidden/unused layers are deleted
 - text is rasterized (Photoshop) or converted to outlines (Illustrator) so fonts are not required to open file in future