



Art 240 Melody Nguyen
School of Art, Design, and Art History
San Diego State University
Digital Media

12.09.09

sketch sequence 01



Poster

This poster is created to get viewers to understand graffiti is a type of art and should not be erased.

Vector Morph

Watch a dunny turn into a Rubik's cube. It consists of three sequence: two hand drawn, and one vectored



Web Page

A web page designed to a palce to exhibit our projects. Designed with Photoshop, Flash, and Dreamweaver.



Interactive PDF

A PDF that is designed in In-Design to display projects in page format. It allows users to look at the projects easily.

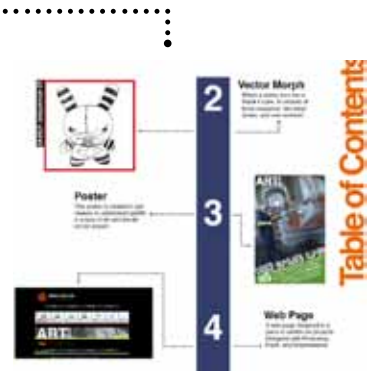


Table of Contents

4

5

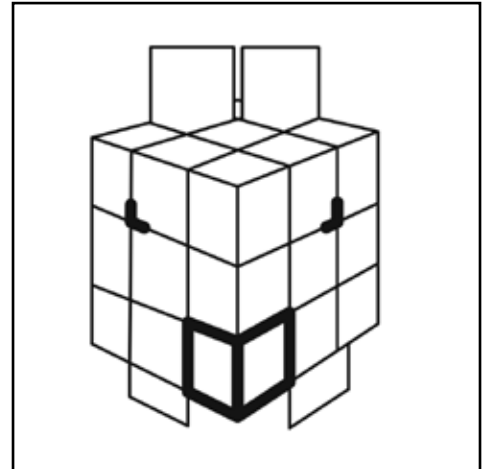
1

Vector Morph



This project took on an interesting concept for me. I always found drawing my weakest point in being an artist. At first we took six images and created a composition of them on a board. After that step, we chose two objects that were going to be morph together. I choose the Kid Robot Dunny and the Rubik's cube.

From that point on we were to hand draw a sequence of seven steps on how one would transform into one another. First I drew each object at each end, and then the middle point. I took account the contour lines, and shape the object would have with the hybrid. I made sure that I had key points of each object. Keeping boxy look and the grid lines you would find on a Rubik's cube and the Dunny's robot form. After doing this, filling the steps in between was quite easy.

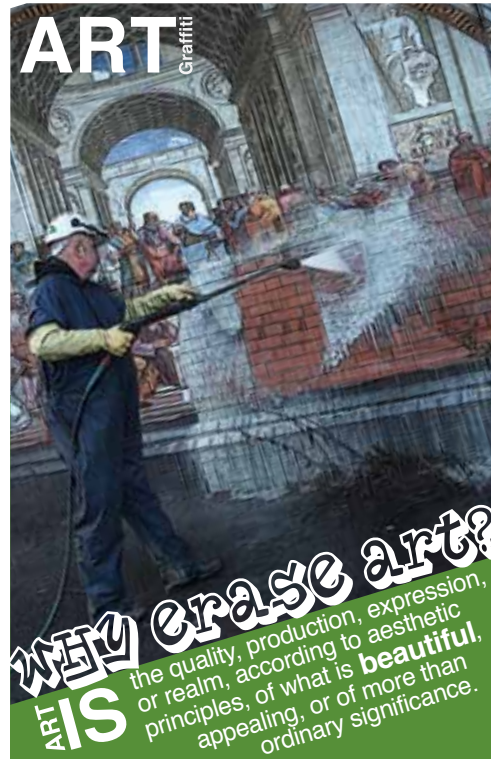


The second sequence is very similar to the first. I realized that there were some dramatic changes between each step and I had to make sure that there were subtle changes

The last sequence is a vector sequence. Using Adobe Flash, and Adobe Illustrator as my vectoring program. After vectoring, I moved over to Adobe Photoshop where I adjusted the levels and contrast to make my hand drawn images stand out. I also cleaned up the image by clearing the background and erasing any stray marks. All of these images were then compiled onto Adobe Illustrator to create my final piece.



Poster

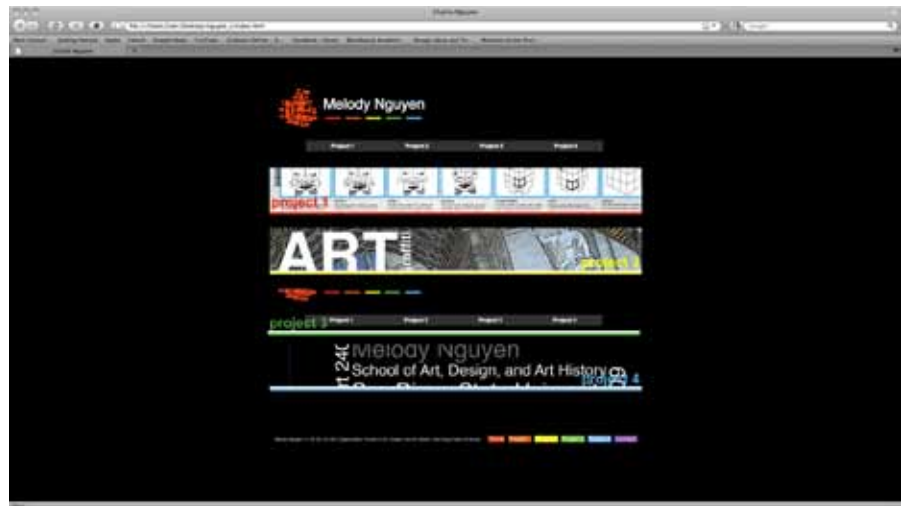


Graffiti is often unseen. Usually when graffiti art shows up in a neighborhood it is immediately cleaned up. The aim of this poster is show that regardless of the artwork, it should not be erased or cleaned up. If that was the case, what happens if Raphael painted his "School of Athens" on a wall, would we still clean it up? Graffiti should be appreciated and be interpreted just like any other artwork. In this poster I took two images, Raphael's "School of Athens" and a gentleman cleaning graffiti up, and combined the two. I took the image with the gentleman and created two layers in Photoshop and sandwiched the "School of Athens" in between those two layers. I then took the top layer of the gentleman and masked it and began to brush out the wall so that the "School of Athens" became visible. I also made another layer of the "School of Athens" to create a perspective look on the wall to make it look like as though it was painted in a divot in the wall. After that was

done, I filtered the image using the poster edge to give it a cartoon look. To create the text and the entire poster, I transfer the image to Illustrator. Using the definition of art from www.dictionary.com, I incorporated it to the bottom of the poster. To make the poster more direct and understandable I added, "Why erase art?" to show that the art piece is being erase when it shouldn't be.



Web Page



For this project I was very excited for it. We had to have a web page design that would be a portfolio for all our projects we have done throughout the semester. I used many different scripting to make this website. First I created buttons for the main page through Adobe Flash. Using ActionScript I was able to create a roll over effect for the buttons. After creating three buttons I used simple HTML to create a simple layout of my webpage. I then looked up some ways to create a drop down menu using CSS and JavaScript. With the help of MooTool I was able to create my dropdown menu.

From there I created my home page. Now all I needed to do is create a Zoomify and animation for my project one and two. Using Adobe Photoshop, I was able to create both of those. Zoomify was very simple, I opened my PDF file in there and exported into a Zoomify viewer. Doing an animation for the project was a little more complicated. I had to create a layer of each of the image and used the animation tool to create a GIF file. After finishing these two task I uploaded them onto another page.

At the bottom of every page is a footer that I created in Adobe Photoshop. Using the slice tool I was able to make a smaller image of the bar. I then split them up so I could add a link to each of the image.



Interactive PDF

This project was something new and exciting. I have used a bit of Page Maker when I was in the ninth grade, but InDesign has the same concepts and tools. In this project we aimed to design a PDF file of all of our projects.

First I designed table of content trying to give it an edger look. After doing that I took snap shots of my projects to use for the table of content. I then began

to input all of my artist statements and photos into the project pages. Trying my best to make them appealing and easy to read.

Then I went forth to making the PDF more interactive. I created a SWF file for Project 1, so that viewers will be able to look through the first vector sequence. Afterward, I went to my table of content page and created hyperlinks for all the images and page numbers. This was a new and a faster way to look at PDF documents. I also made sure that all the arrow buttons for all the pages were working and finished up the project.

