

PROJECT 1 – Magazine Cover (Photoshop)

Introduction

For this practical homework project, you will create a **magazine cover** that is **directly associated with your chosen major**. For ideas you may research magazines in your area of study by going to the library or a local bookstore. You can also browse through sample magazine covers online.

For example, if your major is Game Art and Design, a cover for the latest game release could be fun. For Fashion majors you could design a cover showcasing the current clothing trends. For Interior Design, you could design a cover for redesigning or room makeovers.

- ☞ **THIS IS DUE BY THE BEGINNING OF CLASS DURING WEEK 5 INTO MY AIA DROPBOX FROM THE AIA MAC LAB.**
- ☞ **DO NOT TURN IT IN TO THE MYAICAMPUS.COM DROPBOX.**
- ☞ **Check the link on the class site** for instructions about how to turn in the project to my dropbox using the AIA MAC lab on campus.

HOW TO SET UP YOUR BLANK MAGAZINE AREA

Follow the instructions before you start designing.

DO NOT SKIP THE ORDER OF STEPS:

1. Open Adobe Photoshop
2. **FILE -> NEW**
3. Enter the following information **correctly** into the dialog box:
 - a. **Name:** lastname-firstname-project1
 - b. **Width:** 8.5 inches
 - c. **Height:** 11 inches
 - d. **Resolution:** 300
 - e. **ColorMode:** RGB Color 8Bit
 - f. **Background Contents:** Transparent
 - g. If all is entered correctly, then press OK
4. File->Save As and then save the blank file as **lastname-firstname-project1.psd** to your USB.

CREATING YOUR MAGAZINE COVER IN PHOTOSHOP

Review Photoshop Workshop 1 and 2 and the handouts on the class website pertaining to composites and selection tools before adding, resizing, and editing images.

1. On the Internet look for **at least 3 images** to use in your cover and a fourth image for a barcode. You may use Google to download a sample barcode image (jpeg format). Save all the images to your USB.

2. In Photoshop, open the magazine cover file from your USB (the one with the transparent background).
3. Bring in the image that is going to be the background image for the cover. Make sure it is resized to fit in the entire document area.
4. In Photoshop, bring in all the other images one by one (at least 1 or more additional image not including the cover image or barcode) should be used to create a composite.
5. Bring the barcode image into the composite and scale it down if it looks too large.
6. Scale the images and clean up the extra backgrounds as needed to design a professional looking magazine cover.
7. Add a magazine title using text (you can make up the name of the magazine).
8. Make sure that your font color, style, and size work well with the images and background that you have chosen.
9. Add **three or more article titles**. Use different fonts, colors, and sizes for the titles so that they draw the readers' attention. Make sure that the text is easy to read.
10. File -> Save to save your changes. Make sure the completed file is saved to your USB.
11. Check your work using the checklist below BEFORE you turn in your project.

Grading Rubric Checklist:

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| <ul style="list-style-type: none"> ☐ Magazine cover is directly related to student's major at the Art Institute. 10 pts ☐ Document width is 8.5 inches 5 pts ☐ Document width is 11 inches 5 pts ☐ Resolution is 300 5 pts ☐ 3 or more source images used in the magazine cover including the background image, but not including the bar code image 20 pts ☐ Edited images, removed extra backgrounds, and resized images to create a composite 10 pts ☐ Bar code image added and resized 5 pts ☐ All layers named; there should be several layers in your file (do not leave any generic names like layer 1, etc.) 5 pts ☐ All layers visible in the panel (layers should not be flattened) 10 pts ☐ Created an appropriate title for the magazine 5 pts ☐ Added three or more article titles using different fonts 10 pts ☐ No grammatical errors or spelling mistakes. 5 pts ☐ File saved with the correct name (yourlastname-firstname-project1.psd) 5 pts |
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