Emulation Project

Multimedia 2018

Choose one of the four areas of Multimedia in which you choose to focus your attentions. These areas include: Graphic Design Foundations, Video production, Animation, and Game Design. Next, choose an artist that works within your chosen field whose work you admire. Your final product will emulate the style of your chosen artist’s work. This project must be ready for public exhibition at our Expo on May 23rd and 24th. On May 1st there will be a critique session wherein each student will present their work. This will give each student the opportunity to give and receive feedback that will propel the work forward.

Deliverables

1. Find and print out a 4”x6” color picture of the artist.
2. Find and print out three pieces/projects/works that your artist has produced that you connect with. If you are doing a video project find two short clips, minimum of 30 seconds each, that you connect with.
3. Research your artist and write a one-page explanatory paper. Give a brief biographical/historical account of the artist. Tell us why you admire this person’s work and which elements of style you wish to emulate in your own work. (New Times Roman, 11 point, 1.15 line spacing)
4. Print out a 4”x6” color picture of yourself.
5. Create an original work of art that incorporates/emulates the stylistic themes you found in your chosen artist. Your final product will depend upon your chosen field and personal preference. While you are working continue to focus on curation; how will your work be displayed at our Expo?