**COMMUNIQUE # 8**

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| **Course: Multimedia** | **Instructor: Robert Vetter** |

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| **Week 29: Spring Break Vacation** |
| **Week 30 Activities/Concepts: Emulation Final Project Launch**  **Calendar: Reverse planning as we move towards EXPO (6 weeks).**  **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?   **Suggested Home Study: Begin planning your Emulation Project. Read corresponding material in your text book or find online resources that align with the topic at hand.** |
| **Week 31: Activities/Concepts: Career Spotlight- Graphic Designer**  **Watch a TED talk featuring graphic designer Chip Kidd. Research career paths with the field of graphic design. Guided worksheet: Career Spotlight- Graphic Designer.**  **Suggested Home Study: Continue working on your Emulation project. Research career options in graphic design. Read corresponding material in your text book or find online resources that align with the topic at hand.** |
| **Week 32: Activities/Concepts: Graphic Design**  **Stefan Sagmeister TED talk. The importance of time off and the creative process.**  **Social Media: Update DCS Instagram account.**  **Home Study: Think as a graphic designer, view the world as a graphic designer. Realize the importance in the creative process of taking time off. Read corresponding material in your text book or find online resources that align with the topic at hand.** |