**COMMUNIQUE # 9**

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

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| **Week 33, Activities/Concepts: Career Spotlight- Video Game Designer, Emulation Project****Watch Videos by Jack Conte and Chuck Close.****Visit the website: theartcareerproject.com. Fill out the accompanying worksheet to learn about careers in video game design and how to get them.****Emulation Project:** **Deliverables****Find and print out a 4”x6” color picture of the artist.****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.****Suggested Home Study: Continue working on your Emulation Project. Read corresponding material in your text book or find online resources that align with the topic at hand.** |
| **Week 34 Activities/Concepts: Career Spotlight: Animation/Emulation Project****Emulation Project****Deliverables****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)****Print out a 4”x6” color picture of yourself.** **Suggested Home Study: Continue working on your Emulation Project. Read corresponding material in your text book or find online resources that align with the topic at hand.** |
| **Week 35: Activities/Concepts: Career Spotlight- Photography/ Emulation Project continued****Emulation Project****Deliverables****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: 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 36: Activities/Concepts: Emulation Project, EXPO preparation****Final week of the Emulation project as we prepare for EXPO. Focus on Curation and finishing up all loose ends.****Emulation Project****Deliverables****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?** **Home Study: Continue working on your emulation project. Read corresponding material in your text book or find online resources that align with the topic at hand.**  |