

**COMPUTER APPS [Armato]**  
**Project #5 – Illustrator Magazine Cover – 20 pts**

For this project you will be creating a finished magazine cover. The cover will be designed around a photograph or other raster-based image, combined with text objects and vector images that you will create in Illustrator. Your piece should contain all the elements of a real magazine cover: title, volume, issue, bar code, etc. It should also contain at least four articles.

First you should decide what you want your magazine to be about, and what it will be called. Then do some visual research to get a feel for different styles of magazine covers. Visit a bookstore, the library, the check-out line at the grocery store, and those old issues of *Teen Beat* and *Cosmo Girl* you've had stacked in the closet since junior high. You'll notice a variety of styles, some might be good, many will be bad. *Bring the results of your research to the next class* (either the actual magazines, or scans/photocopies of the covers, whichever is more practical).

Next, make at least two pages of thumbnails. When designing on a computer—especially while you are learning new software—it is vital that you have a guide to work from. Spending time with pencil and paper **BEFORE** beginning work in the computer helps you articulate your ideas and saves you time in the long run. Take notes and thumbnails in your sketchbook about the compositions you see. What inspires you? What ideas do you get from looking at other magazines? These sketches should be of general, full-page layout ideas, and more specific magazine title ideas. *Bring these to the next class.*

The next step is to design your magazine title. Working from your thumbnails and other research, use Adobe Illustrator to create a vector-based nameplate for your magazine. *It should have character and visual interest beyond that of plain text.* Design it to express your vision for the identity and attitude of the magazine. Keep this in its own Illustrator document. You will later composite it into the finished cover layout.

Then, collect your “raw materials” and *bring them to the next class.* That is to say, bring together all of the parts that you will be assembling into your cover layout, namely the Illustrator file of your title and any raster images you may be using.

Finally, assemble the cover layout in a new Illustrator document. Combine the title, photos, illustrations, and other text to create your finished magazine cover.

**DUE end of class Monday, 5/11 (5 points)**

- 1) Research
- 2) Thumbnails
- 3) Files
  - a. First draft of Title in Illustrator format
  - b. Raster image file(s)

**DUE beginning of class Monday, 5/18 (remaining 15 points)**

- 1) Mounted, color print for in-class critique
- 2) Illustrator file submitted to the appropriate location on the Drop Off drive

### **Specifications:**

- Cover must contain:
  - o At least one raster-based image
  - o Title
  - o At least four articles or headlines
  - o At least three non-text, vector-based elements
  - o A bar code
- All text & vector graphics must be created in Illustrator
- Create Outlines for all text objects when you are finished with the design
- All raster-based image manipulation must be done in Photoshop
- All raster images must be 300 dpi
- All raster-based images must be created yourself or acquired from a source that grants you appropriate usage rights.
- Limit yourself to only two fonts (and their families)
- Unmounted size should be at least 8" x 8"
- Final print must be in color, mounted on sheet of black mat board with a 1" border

