

The Great Computer Challenge

Graphic Arts

Level III

LEVEL 3: Pick and Solve 2 problems.

Problem 1: Word It

A picture is worth a thousand words, but how much is a word worth?

Take the word "CHALLENGE" and interpret it with any means of graphics, text, or animation that you feel would adequately represent this word. The important task here is how creative you are with your interpretation and association of this word. The word itself does not have to appear in your piece.

Problem 2: Rock Out!

Design can visually interpret and accompany what our other senses enjoy. Pick a genre of music and create a music group based on your team. Once you've got a music style and a band name, you need a debut album.

Design an album cover and back insert for your groups' debut album. Visually convey the tone, energy, and genre of the music.

Try to include everything that is found on a real album. Make it look as though you could place it on a store shelf. Things to keep in mind are, but not limited to; Album title, track-list, legal mumbo-jumbo. The front and back of the album should each measure 4.5" x 5.5".

Problem 3: Lost in Space

With design, what isn't on a page is just as important as what is. Negative space should be of concern to any designer because it maintains a balance in your work.

Pick one number from 0-9 in any font and font size of your choice. Then take this number and create a black and white pattern with it within an 8" x 8" space that visually demonstrates a 50/50 black to white balance.

Remember that a mathematical balance doesn't necessarily equal a visual balance. Take "visual weight" into consideration. Pay attention to your pattern and the relationship to the empty space. The more interesting the relationship, the better.

EXTRA NOTE:

- Consistent quality is judged favorably. Spread your creativity evenly among the problems. This demonstrates time management skills, which is important when working on multiple problems.