

Great Computer Challenge

Graphic Arts

Level IV

Complete all three of the following problems:

Problem #1: Picture This

A big part of the graphic arts is being able to take non-physical concepts and visually communicate them. You know what they say, "A picture says a thousand words."

Using **ONLY** images, visually interpret the Great Computer Challenge. Words and letters are not allowed. Try to capture the event through illustration, photograph, or any other visual means. But, no text.

Problem #2: Logo-a-go-go

Every group of designers needs something to be recognized by. The most common form of group recognition is by name and logo.

Give your group its own identity. Give yourselves a name that is unique and that reflects your group personality. Next, develop a logo that goes hand-and-hand.

Have fun and go for it.

Problem #3: Quote Me on That

Type is one of the most valuable tools a designer can have. Working well with just a given text is a time-saver and a quick way to make an impact.

Using **ONLY ONE** of the supplied quote and citation, make an interesting (yet readable) composition using only **BLACK**. Use as many fonts and sizes as you would like. Sometimes, placement can have just as much impact on what the words say, and how they say it.

"Art is like a shipwreck... it's everyman for himself."

- Marcel Duchamp, In Art

"If there is something to steal, I steal it!"

- Pablo Picasso

"Everyone will be famous for 15 minutes."

- Andy Warhol