FRAME X FRAME

ART 2803 INTRO TO COMP

F_22 / SECTION_01

START: 10.05.22

END: 10.26.22

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https://apohl.ch/msu/

fall_22/2803_01

PROJECT 2 / FRAME BY FRAME (MUSIC VIDEO REDESIGN)

PROJECT DESCRIPTION

In this project we will use a combination of the tools we have
used in Illustrator and Photoshop thus far.

Each of you will pick one frame from the music video "Perfect"
by Tyler, The Creator, featuring Kali Uchis and Austin Fein-
stein (I will provide the selected frames).

Your objective is to completely redesign the character(s) and
the background in the image, but follow the overall structure
of the image.

The character and the background must be designed in separate
programs (Illustrator and Photoshop). The character(s) will be
redesigned in Illustrator, and the background in Photoshop.

You have creative freedom to change the image, but nothing can
be left the same. You must use some adaptation of the poly-
gon art method in Illustrator, and custom photography for the
background (we will discuss these methods in class).

The challenge is to create an overall cohesive and compelling
image, using the two programs.

Once each of you has designed your frames completely, I will
use a program called Ebsynth to make your frame move. You are
not required to do this yourself, but I will walk you through
the process so we are all aware of this tool.

Link to original video:
https://www.youtube.com/watch?v=XIqVCJWSoeE

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FRAME X FRAME          REQUIREMENTS
ART 2803 INTRO TO COMP ------------------------------------------------------------
---------------------- • COLOR MODE: RGB (VERY IMPORTANT!)
F_22 / SECTION_01
---------------------- • IMAGE SIZE / ARTBOARD SIZE: 1920 PX X 1080 PX
START: 10.05.22        *PX = PIXELS
----------------------
END: 10.26.22          • SAVE YOUR WORKING FILES (BOTH IN PHOTOSHOP AND ILLUSTRATOR)
---------------------- AS FOLLOWS: FIRSTNAME_LASTNAME_CLIP#
https://apohl.ch/msu/
fall_22/2803_01       • WE WILL WORK PRIMARILY IN ILLUSTRATOR, AND CONSOLIDATE THE
---------------------- FINAL OUTPUTS IN PHOTOSHOP LATER IN THE PROJECT TO ADD THE
                       BACKGROUND AND TO HELP WITH FINAL TOUCHES.


                       TIMELINE
                       ------------------------------------------------------------
                       10.05.22 - PROJECT START / INTRODUCTION TO PROJECT
                       10.10.22 - CLIP SELECTION / DEMO(S) / BEGIN ILLUSTRATOR DESIGN
                       10.12.22 - WORKING DAY
                       10.17.22 - WORKING DAY
                       10.19.22 - WORKING DAY / FINISH ILLUSTRATOR / BEGIN PHOTOSHOP
                       10.24.22 - FINAL WORKING DAY / PROGRESS CRITIQUE
                       10.26.22 - FINAL WORKING DAY
                       10.31.22 - FINAL CRITIQUE / END OF PROJECT
                             *costumes welcome
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FRAME X FRAME            RESOURCES / INSPO
ART 2803 INTRO TO COMP   -----------------------------------------------------------
-----------------------  THE JOHNNY CASH PROJECT:
F_22 / SECTION_01        https://www.radicalmedia.com/work/the-johnny-cash-project
-----------------------
START: 10.05.22          CHET FAKER "1998":
-----------------------  https://www.youtube.com/watch?v=eKOVb8JdRgw
END: 10.26.22
-----------------------  TYLER, THE CREATOR "PERFECT":
https://apohl.ch/msu/    https://www.youtube.com/watch?v=XIqVCJWSoeE
fall_22/2803_01
-----------------------  RUFF MERCY:
                         https://www.youtube.com/playlist?list=PLDrWxL33LiF34grvcAtse-
                         jm_rexjQKxwc

                         JOEL HAVER, EBSYNTH TUTORIAL:
                         https://www.youtube.com/watch?v=tq_KOmXyVDo&t=286s
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