

PROJECT 02 / FXF
ART 2803

F23 / SECTION 01

START: 10.02.23

END: 10.25.23

[https://shauha.us/MSU/
msu/fall_23/2803_F_23](https://shauha.us/MSU/msu/fall_23/2803_F_23)

PROJECT 02 / FRAME X FRAME / MUSIC VIDEO RE-DESIGN

PROJECT DESCRIPTION

In this project we will use a combination of the tools we have used in Illustrator and Photoshop thus far, with a primary focus on vector illustration, pattern, form, and texture (in Adobe Illustrator).

*the entire project will be housed in Adobe Illustrator, but we will use Photoshop from time to time to edit images, image texture, etc, and pull them in to Illustrator.

Each of you will select a video from the **COLORS** Youtube Series:

<https://www.youtube.com/@COLORSxSTUDIOS/videos>

Once you have selected your video, copy the link and paste it in to the following Google Sheets doc along with your first and last name (this is due BEFORE class on Wednesday 10.04.23)

<https://docs.google.com/spreadsheets/d/1xvpQr0sdE2-e-jnDm7pB-3J0sHSWoQYvuKrxs0r8wgHU/edit?usp=sharing>

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

You have creative freedom to change the image, but nothing can be left the same (NO ORIGINAL PIXELS FROM THE IMAGE!) Our demonstrations will focus on methods of Illustration via the polygonal art process, and similar forms of vector design.

The challenge is to create an overall cohesive and compelling image, using the two programs (Illustrator and Photoshop, primarily Illustrator).

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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 COLORS video series on Youtube:
<https://www.youtube.com/@COLORSxSTUDIOS/videos>

*in addition to exploring these digital tools, this project is also a practice in sharing music and culture. Choose a video that speaks to you!

REQUIREMENTS

- COLOR MODE: RGB (VERY IMPORTANT!)
- IMAGE SIZE / ARTBOARD SIZE: 1920 PX X 1080 PX
*PX = PIXELS
- SAVE YOUR WORKING FILES AS FOLLOWS:
FIRSTNAME_LASTNAME_CLIP#

TIMELINE

10.02.23	PROJECT START / INTRODUCTION
10.04.23	SELECTION OF FRAMES / ILLUSTRATOR DEMOS START WORK ON FRAMES IN ILLUSTRATOR
10.09.23	WORKING DAY / DEMOS
10.11.23	NO CLASS / VIRTUAL CHECK-IN (CANVAS) AP WILL BE IN NYC
10.16.23	IN CLASS PROGRESS CRITIQUE
10.18.23	WORKING DAY
10.23.23	FINAL WORKING DAY
10.25.23	FINAL CRITIQUE / PRESENTATION OF FRAMES AND RE-DESIGNED MUSIC VIDEO END OF PROJECT
*10.29.23	GD PORTFOLIO DEADLINE!!!

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RESOURCES

COLORS ON YOUTUBE:

<https://www.youtube.com/@COLORSxSTUDIOS/videos>

JOEL HAVER / EBSYNTH TUTORIAL (JUST FOR FUN):

https://www.youtube.com/watch?v=tq_K0mXyVDo

EBSYNTH (I WILL HANDLE THIS PART, BUT CHECK IT OUT!):

<https://ebsynth.com/>

F21 FXF OUTPUT:

<https://vimeo.com/664495354>

F22 FXF OUTPUT:

<https://vimeo.com/781917726>