



## **cover design**

**How does a CD cover design reflect something about the music inside? Or, how can the design reflect something about the musician(s)?**

### **Project Overview:**

You will make **two different album designs** for a band or musician. You will use a variety of art materials and approaches. No two people in class will work the same way; you will develop your own style and process of working. At the end, **you will present your two final prototypes to the class.**

### **Parameters:**

1. Choose a band or musician to make your cover\* for. It can be a band that you (or a friend of yours) are in, but *you need to have a sample recording of the music.* \*Time permitting, you can also create a spine and cd face.
2. You need to **make 5 drawings, images, or illustrations** (minimum) that you will use as sources of inspiration for the final designs. These can be original drawings or drawings made from appropriated images. Only 2 can be original photographs (if you choose to use photography).
3. Collect at least **3 images of the band/musicians** as additional sources of inspiration.
4. From these drawings, images, and manipulating images on the computer, you will make **two different and final** prototypes.
5. Your design must somehow reflect the musical style of the artist; it should suggest something about the music *inside* the case.

### **Process:**

1. You will work in and out of class to make drawings, develop those drawings and gather images ('visual research') as sources of inspiration.
2. Much like the approach that you had for the Illustration Play, you will work and rework your designs using the digital scanner, Adobe Photoshop, InDesign, Illustrator, the digital camera and by hand (drawing/painting).

3. You will scale your design to fit the jewel case.
4. You will present your designs (in an oral presentation) and we will discuss your prototypes in a follow-up critique.