

Wired Magazine Madness with Adobe Photoshop

Design

Creativity Imagination Explore Share Manage Details Typography Colors Shapes

Seventeen People Wired Teen Vogue Rolling Stones ESPN Time Cosmo

Men's Health

Magic Wand Layers Smart Object Guides Gradient Select Cut Eye Dropper Rasterize

Parts of the Project

Selecting your Magazine	1
Taking your Picture	2
Magazine Mastery	3
Adding to your Folio	4

On the cover of a magazine....



Magazine Art: Magazines shaped our lives. They came into our homes online and offline and show us how to dress, how to act, what to read, which way to vote, and how to think about ourselves.

Inspiration



Your Copy



Directions

 Pick a magazine which represents something in your life (example: like fashion use Vogue or enjoy sports use Sport Illustrated.)
Before you start to replicate the cover to this magazine you need to come up with three original pieces: your own picture, similar magazine title and similar text for the cover
Design your magazine cover using the original as a "guide"

Time Line

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- 1. Choose Magazine
- 3. Take Picture
- 4. Create own cover
- 5. Add to your Folio

Goals

1. To apply the InDesign skills which you learned in class over the semester to create your own piece of work.

2. Focus on details such as color, alignment, proximity, typography and spacing.

3. Display a personal interest through a piece of magazine art.

Share

- 1. Adobe Viewer
- 2. Face to Face in class
- 3. Teacher
- 4. Student, family member or friend outside of this class

MAGAZINE MASTERY

Magazine Mastery

Element	Possible Points	Points	Comments
Color - Match those of the original	20		
Text Type - Text type matches that of the original - Content is relative to your articles	20		
Alignment - Lined up according to the guideline placements	20		
Image - Cover features yourself - Picture is edited in a professional manner and adds to the content on the cover.	20		
Replication - Same look and feel but original to your interest and personalities. - Professional Look	20		
TOTAL	100		



"It's not a matter of what should be there, but rather what could be." ~ Marcel Wilson