

TOPICS FOR CREATIVE WORKS AND SAMPLES OF DESIGN

Speciality "Design of advertising and computer graphics"

TOPIC №1.

Create a fantasy image of a fictional character for comics, cartoons, video games, toys (transformer, bear, typewriter, etc.).

TOPIC №2.

Develop a logo for your name or a future brand-owner.

TOPIC №3.

Create a mini video (1-3 min long) with an interesting plot or expressing an idea.

TOPIC №4.

Create a photo-collage in the form of a poster with an interesting plot or expressing an idea.

TOPIC №5.

Develop a fantasy space image (in clothes or make-up).

Techniques and materials for work - paper, watercolor, pencils, markers, gouache, liner. The work is allowed to be performed in computer graphics programs and in manual implementation.

The creative work should contain lettering at the top left corner according to the following template:

PC Competition project "Name"

Applicant's full name

Faculty

Speciality

STEP №2. Choose one of the four topics that is of your interest and inspires you the most.

STEP №3. Decide on the tools and method of project implementation.

Project methods: computer or classic drawing.

Tools: Felt-tip pens, pencils, ink, paints, ballpoint pens or computer graphics, etc.

STEP №4. Perform your work on a A-4 sheet (21x30 cm). Decide on the composition of the work placement (horizontal or vertical placement).

STEP №5. Consider the proposed samples of works according to your chosen speciality

STEP №6. After completing the work, take a photo or scan it (jpeg, jpg, jpg-large format) and send it to the e-mail of the Admission committee:

art-dali@ukr.net with a note in the subject:

PC * ART Academy * Name of applicant * Name of the chosen speciality.

Sample:

To: art-dali@ukr.net

Subject: PC * ART Academy * John Johnson * Design of advertising and computer graphics