Class #3

Class #3 DESGN PRINCIPLES

BITMAP VS. VECTOR

COMI 12 | FA 2

Digital Media Foundation

Today's agenda

(1) Design Principles

(2) Bitmap vs. Vector File Formats

Homework Reviews

Homework: Design Assignment - Poster Design (Sketches) + PS Demo Halftone (if we have time!!)

Part 1 Design Principles



Let's Discuss What so you know about Design Principles?



Layout & Composition

TYPOGRAPHY

COLOR

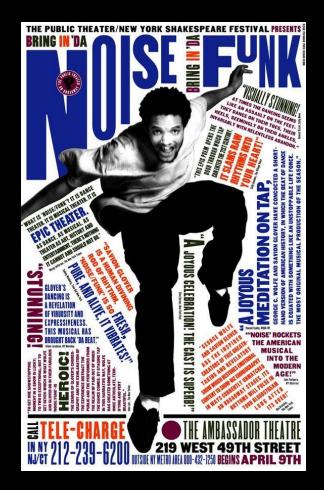
Image-making

Design Principles Topics:

- Balance
- Contrast
- Alignment
- Proximity
- Repetition

Balance





Symmetrical







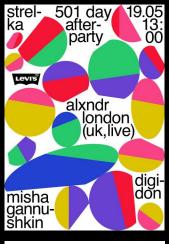




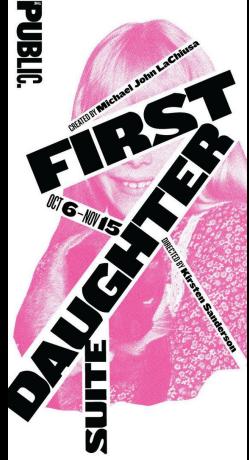




Asymmetrical











Contrast

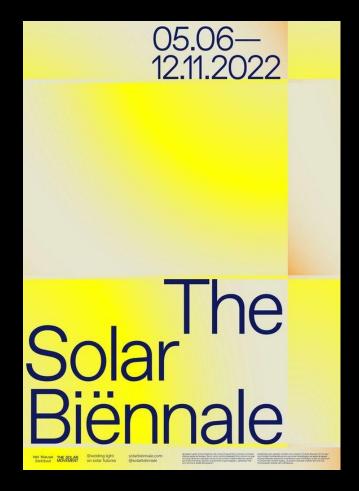


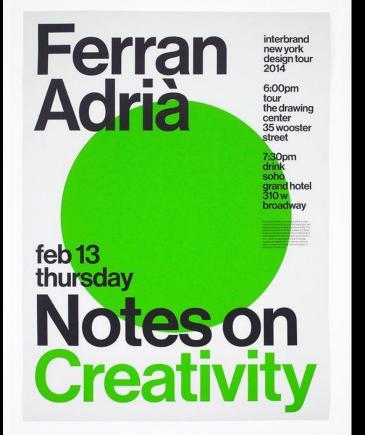


No Contrast



Alignment

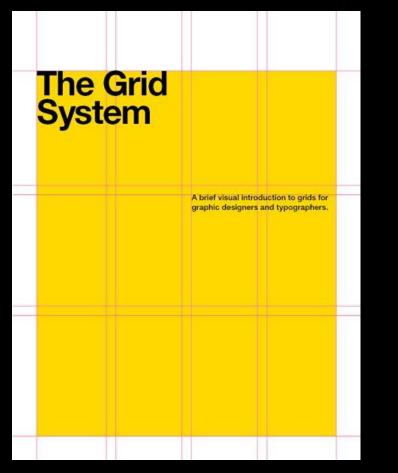




COMD 1112 | FALL 2024

Alignment





Proximity

Stephan. Balkenhol. Ebersbach, Finke, **Hartwig** Dieter Hamilton Finlay, lan Fleury, **Sylvie** Franziska -20.8. Jyrch, Johan/ia Kand, **Imi** Knøebel, Ro\$a Loy! Sarah Morris, Muntean & Rosenblum, Karin Sander, 'Julia' Schmidt, Artūras Neo Rauch, Raila, Rosemarie /Haegue Trockel, Yang, u. v. m.

Repetition









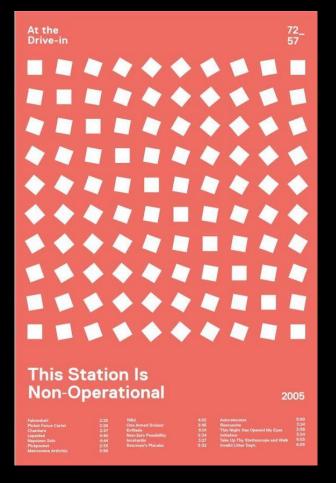












Layout & Composition

TYPOGRAPHY

COLOR

Image-making

1	Research & Discovery	6	User Testing & Feedback
2	Ideation & Brainstorming	7	Refinement
3	Concept Development	8	Finalization
4	Prototyping & Wireframing	9	Presentation & Communication
5 COMD 1112 FALI	Design Development	10	Delivery, Implementation & Evaluation

COMD 1112 | FALL 2024

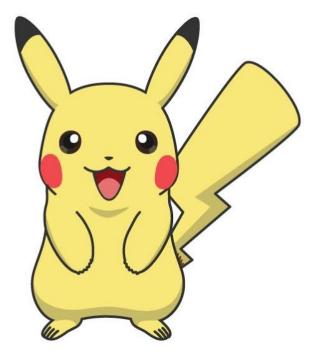
Part 2 Bitmap vs. Vector File Formats



Question: What do you know about Bitmap & Vector?



Vector



Bitmap



Vector vs. Bitmap (Raster) What are the differences? Which software do we use to create them?

Vector

Used for:

- Logos
- Icons
- Charts
- Illustrations

File formats:

- .svg
- eps
- ai
- .pdf

Bitmap (Raster)

Used for:

- Photography
- Collages
- Pixel based Imagery

File formats:

- .jpg / .jpeg
 - /.jpeg .tif
- _ .png

— .bmp

– .gif

– .psd

Vector

Software:

- Adobe Illustrator
- Adobe InDesign
- Figma
- Sketch
- CorelDRAW
- Vectr
- Affinity Designer

Bitmap (Raster)

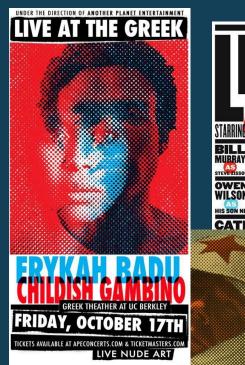
Software:

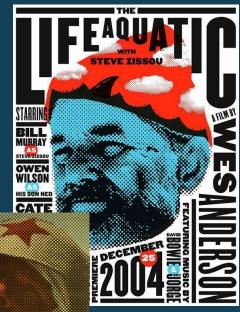
- Adobe Photoshop
- Adobe Lightroom
- Figma
- GIMP
- Pixlr X
- Corel Painter
- Affinity Photo

COMD 1112 | FALL 2024

Part 3 Photoshop Demo Halftone Pattern Filter

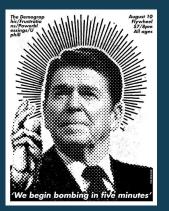












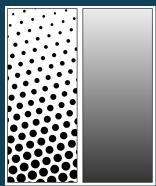
Halftone Pattern Where did it start?



Halftone Pattern

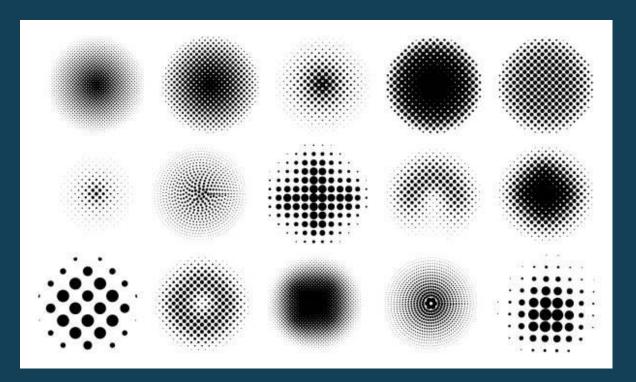
The first printed halftone photograph was an image of Prince Arthur published on **October 30, 1869**. The New York Daily Graphic would later publish "the first reproduction of a photograph with a full tonal range in a newspaper" on March 4, 1880 (entitled "A Scene in Shantytown") with a crude halftone screen.





COMD 1112 | FALL 2024

Halftone Pattern



And now:

Photoshop Demo Halftone Pattern Filter



Homework Review



Last week's Homework:

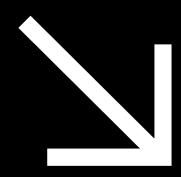
Research

Your design assignment is to create a poster for an event in NYC (use <u>Eventbrite</u> for content - Events in March+April 2024) you decide which content and imagery to present, Make sure it is clear what the event is about, where and when. Size: 50 x 70 cm (18 x 24 Inches) *no need to print!*

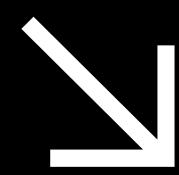
Start with:

- 1. Choose the event you want to work on and explain why?
- 2. Create a market/competitors research
- 3. Create a mood board and an inspiration board
- 4. Recommended: USE MIRO BOARD OR FIGJAM (by figma)

Present next class for feedback



Your Homework for next week!



Homework:

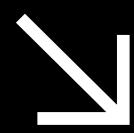
Sketch your poster!

Understanding design principles and take your design research to the next level, start sketching the **layout** of your event's poster (manually or on a software of your choice. Make sure to create the most impactful and communicative design for your posters. GO WILD!

Continue with:

- 1. The event you are focusing on
- 2. Start sketch out your poster roughly with pencil on paper or digitally
- 3. Refine your mood-boards!
- 4. Watch video from next slide

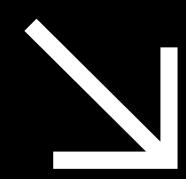
Present next class for feedback



Homework:

Watch this video before for next class:





COMD 1112 | FALL 2024

Wait, we are not done yet!

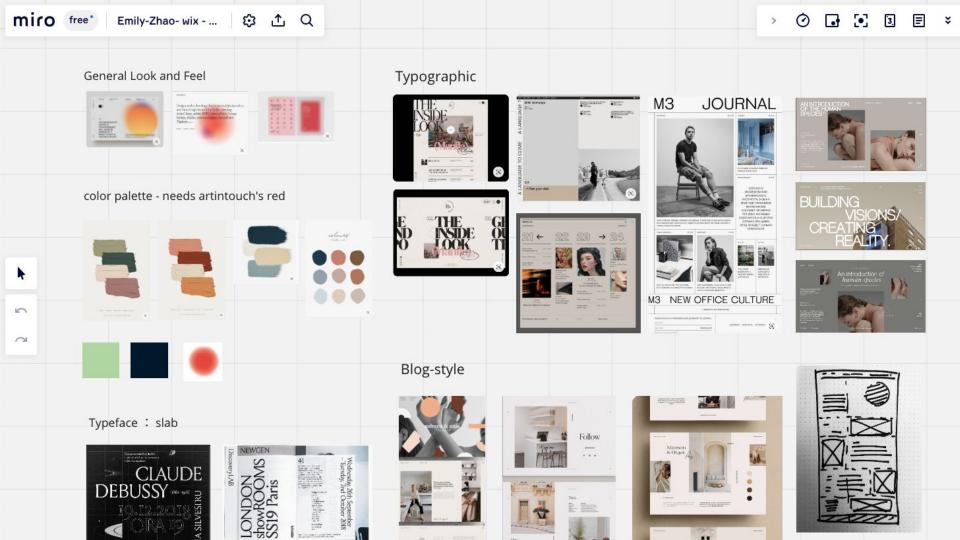


1	Research & Discovery	6	User Testing & Feedback
2	Ideation & Brainstorming	7	Refinement
3	Concept Development	8	Finalization
4	Prototyping & Wireframing	9	Presentation & Communication
5 COMD 1112 FALI	Design Development	10	Delivery, Implementation & Evaluation

COMD 1112 | FALL 2024

LOOK AND FEEL — Vibrant and cheerful, warm and supportive.

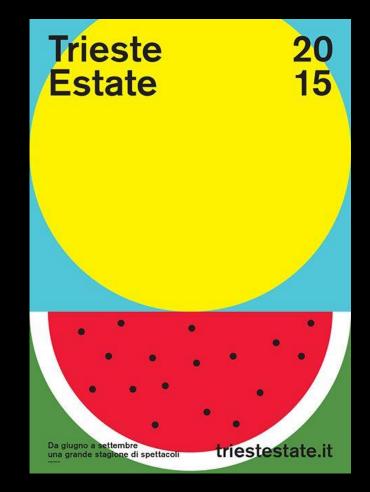


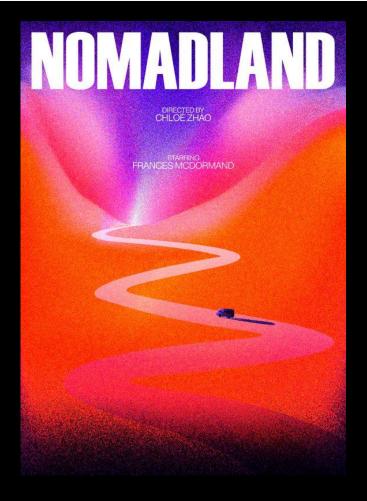


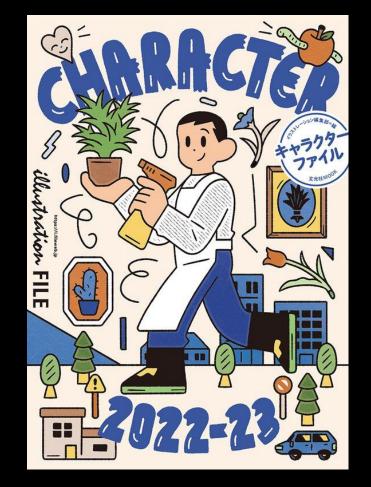


















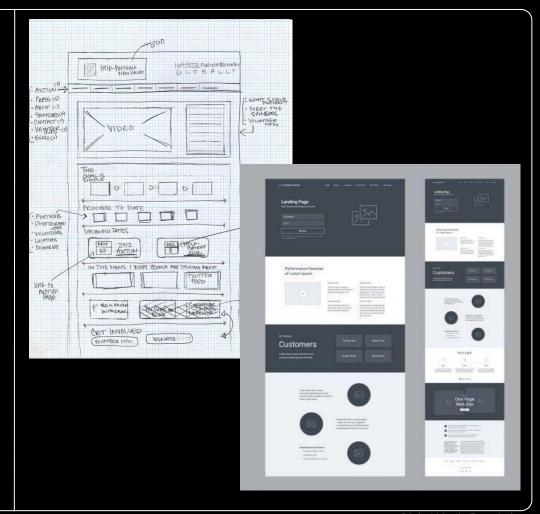


Which Image-making style will you choose?

Try as many as you can! + this is your chance to learn something new and get out of your comfort zone!

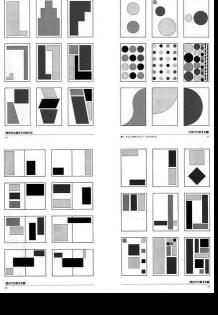
Prototyping & Wireframing

Low-Fidelity Wireframes, Hi-Fidelity Wireframes Ideation & Iterations



Design Development

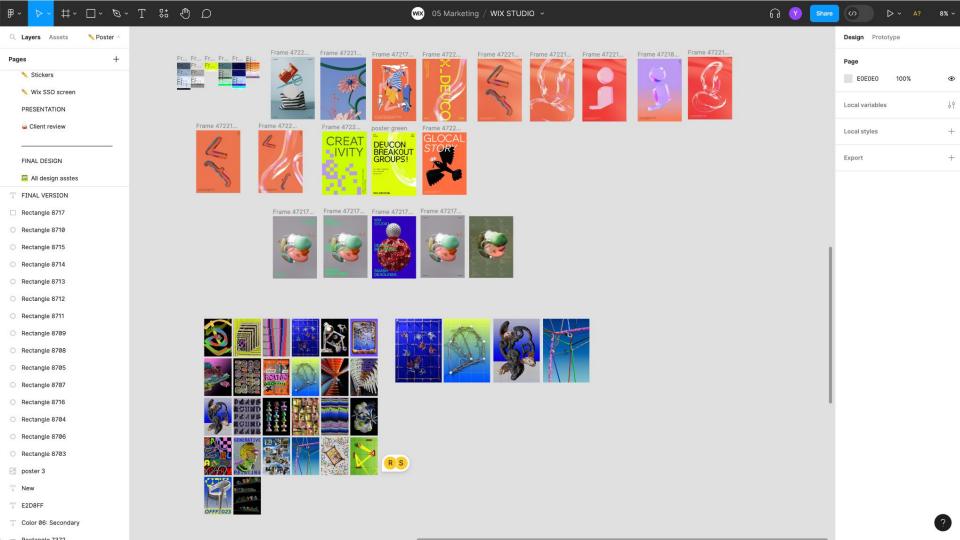


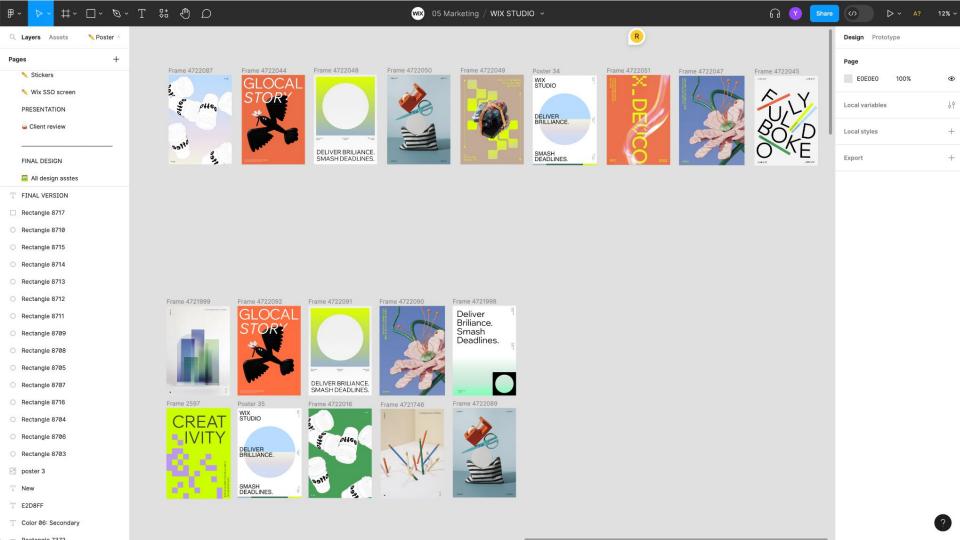


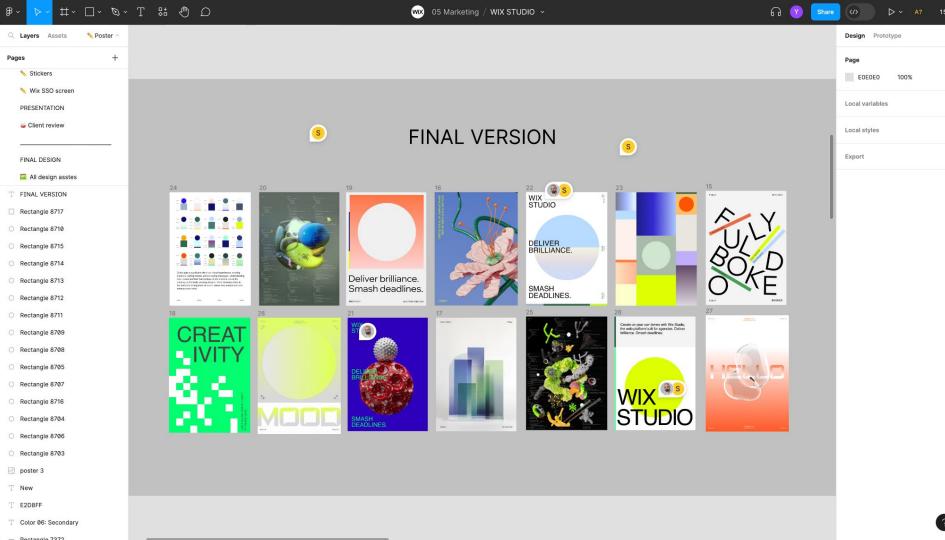
Iterations & Options

COMD 1112 | FALL 2024









Next Week:

Design Production: Resolution, Compression & Image File Formats.

Field Trip:

October 30th (TBD) 9:30 am @Cotton Design in Manhattan

291 Broadway Suite 702, NYC



