



Playing Card

2 Dimensional Design
Ms. MacLure

Name:

Objective: You will design a playing card (EX: ace of hearts, 2 of spades) that represents two different characters. They can be reinterpretations of characters that already exist, or you can create your own. You will use silhouette as a design element to be included in either the background, or the character.

Frameworks Objective(1.13): Student will make reasonable choices with 2D media and materials to achieve their desired effect.



Materials: Bristol board, your choice of medium for color.

Overview:

The conception of *playing cards* dates back all the way to Ancient China. It took centuries, but they made their way through Europe and finally over to America. Today there is a resurgence of artists redesigning playing cards from the drab black and red ones to the whimsical quirky pieces of art you see here. You'll notice the style and theme differ from card to card.

Graphic Design: It is the art of communicating an idea (like a product, or a movie) through use of space, typography, and images on a page. Graphic design is embedded in many things you see from day to day. From the logo on your parent's car, to the package that your cereal comes from. This is the strongest compositional tool you will use to arrange your playing card's elements.



Demos:

1. How to make a silhouette
2. Creating a border
3. Exploring typography
4. Designing your card with all these elements in mind

Typography: Most commonly refers to the art of creating type and font. In the context of a playing card, the typography will be highly considered when you design the look and feel of your playing card letter (EX: King, Ace, 2, 3.. etc).

Illustration: The art of communicating an idea through pictures: drawing, paintings etc... This is the art of the character you will place in the middle of the card.

Silhouette: A silhouette is the image of a person, animal, object or scene represented as a solid shape of a single color with its edges matching the outline.

Contact: Questions? Email Ms. Mac at amaclure@valleytech.k12.ma.us

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"I shut my eyes in order to see.

-Paul Gauguin

Assessment:

-Effort: **25 points**

-Demonstrates mastery of the silhouette: **10 pts**

-Medium of choice is applied with knowledge: **10 pts**

-Card is an harmonious balance of illustration and graphic design: **10 pts**

-Fully colored- no canvas showing beneath: **10 pts**

-Incorporates appropriate border: **10 pts**

-Used care with art materials: **25 pts**



Use the following steps...

-Think of two opposing character- existing or made up.

-Decide what part of those character will be a silhouette (DEMO in class)

-Design the suit for your card- is it a Queen, Jack, Ace? (DEMO in class)

-Using your thumbnails from homework, begin to compose your illustration on the final paper with your suit, and silhouette in mind (DEMO in class). Also include a border of your choice using examples as inspiration in this packet.

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Playing Card: Card Examples

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Note:
These two designs employ the use of silhouette in their designs.



Note:
These two designs have an interesting way of bridging the gap between their two characters with a design in the middle



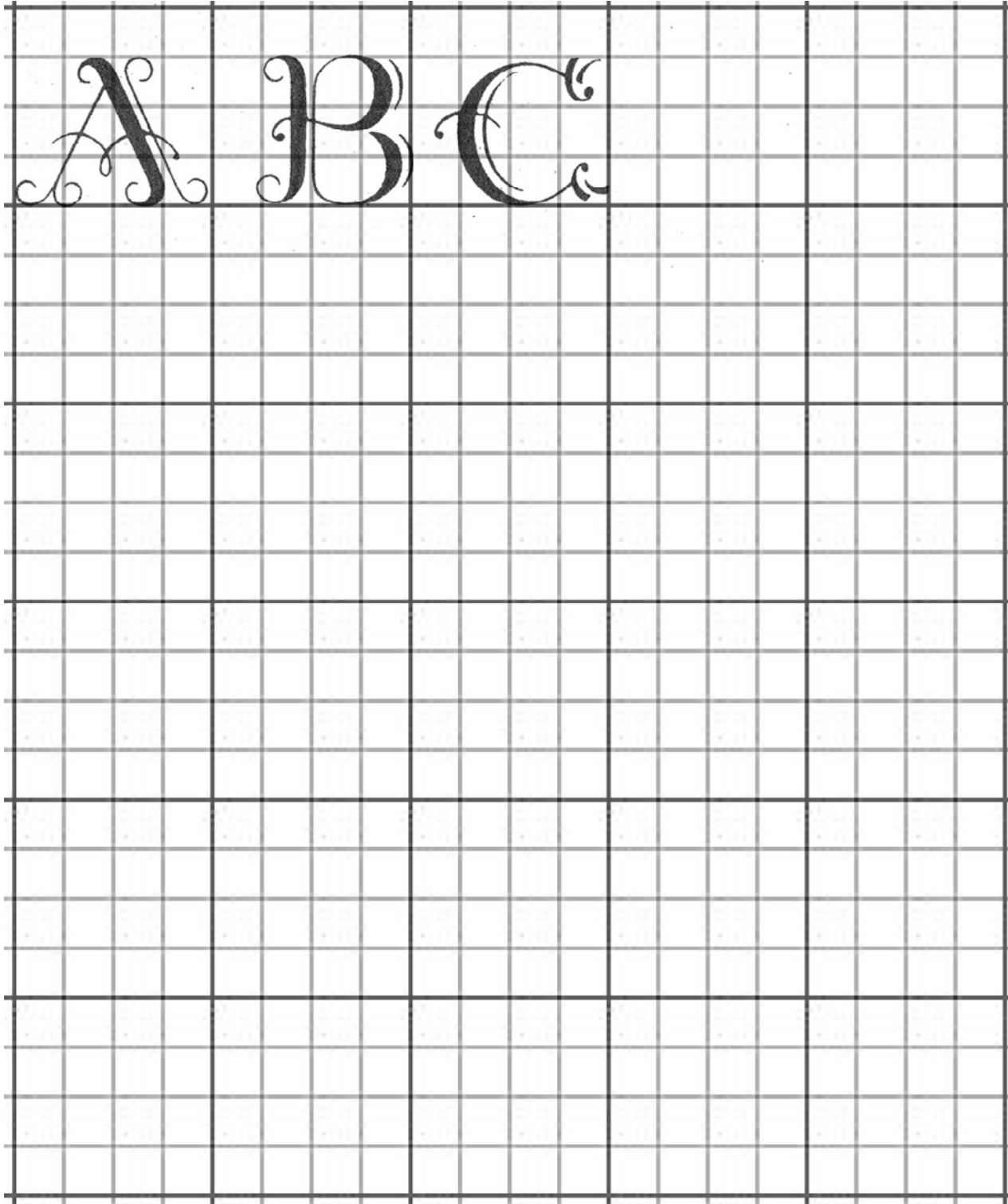
"A picture is not thought out and settled beforehand. While it is being done it changes as one's thoughts change.

-Pablo Picasso

Playing Card: Homework

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Use the example below and the demo in class to lay out your own fonts by hand.



Playing Card: Homework

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1. Name 3 things in your home that employ graphic design: **(20 pts)**
2. What is illustration?**(20pts)**
3. Why do you think there is a resurgence of playing cards being redesigned by artists today**(20 pts)**?
4. Where did playing cards originally come from? **(20pts)**
5. Begin to list 2 differing or opposite characters you can use for this project, and in the thumbnail space below, make 3 sketches exhibiting 3 different ideas. Don't forget to include borders: **(20 pts)**

For Example:

- Snow White + Evil Queen
- Blooming tree + Dying tree

Three empty rectangular boxes arranged horizontally, intended for sketching three different ideas for playing cards. Each box is outlined with a double-line border.