



Assignment

Sticker Designs

Goal

Use GIMP and Inkscape to design three stickers. One must include a subtle message. One must be a sticker design for a, possibly fictional, band. The third must be a sticker for a, possibly fictional, student organization at UNC Asheville.

Due Date: Friday, 30 October.

Requirements

- 1) Each sticker must be the size of the 4.25" oval from stickerguy.com.
- 2) Each one must have some element that is created in Inkscape. You should export your Inkscape drawing/image and then import it into GIMP.
- 3) At least one must have an image created from a photo, preferably stenciled or thresholded.
- 4) At least one must have some sort of message. You should explicitly describe the message that you are trying to get across in your work log.
- 5) Only one of your sticker designs can use more than three colors.
- 6) Submit your sticker designs as both .xcf files (so I can see the layers) and .png files.

Requirements (continued)

7) You must work alone on this project.

8) You must submit a work log

9) You must post the two versions of each sticker, a printable .png and a GIMP .xcf and plus your work log in .pdf on Moodle by the due date (so 7 files)

if you submit your project at least 24 hours in advance, you can e-mail me to verify that it was submitted properly

Work Log

This will be a document that keeps track of the time that you spent on the project, along with what you did at each sitting. Include any problems that arise and how you solve them. The format might be similar to the following:

February 3, 2011 2:30-3:30: Today I decided on my project goal. I plan to make a sticker for my rock band Polorhythmic Hillbillies. I spent 10 minutes thinking about the concept, 70 minutes looking at cat videos, and 20 minutes extracting images from the videos.

Grading

Grading on these types of projects has some level of subjectivity, but that will be limited to 15%. The remaining will be based on the above requirements and the report.

60%: Each of the first six requirements above count for 10%.

25%: Work log. You must have spent at least 4 hours outside of class on this project, and the type of work that you did at each sitting should be documented above. You should have worked on the project in at least 5 different sessions (5% each).

15%: This will be a subjective measure of quality and creativity.

Resources

- 1) [Sticker Guy](#) or [Sticker Robot](#) -- see lots of examples and find templates here.
- 2) Get some free images: commons.wikimedia.org
- 3) Get some free icons: thenounproject.com
- 3) Inkscape: <http://inkscape.org/download/?lang=en>
- 4) GIMP: <http://www.gimp.org/downloads/>

If you have problems installing and downloading GIMP or Inkscape, let me know ASAP.