

# Magazine Cover Assignment

For this assignment you will use Adobe Photoshop CS6 to produce **two different** magazine covers. The magazine covers will include digital images you have taken with the digital camera and images from the Internet. Make sure that the Magazine title you choose is a real magazine. Try to match the look and feel of the actual magazine. For example, Rolling Stone, National Geographic, Seventeen, Ski Canada, GQ, Vogue, etc.

**Two thumbnails must be approved for each cover before proceeding to the computer. Use blank white paper.**

## **Each Magazine Cover must include:**

A picture of yourself-or person in the class, or something that you took

At least three quality images from the Internet

Appropriate Text

Include a bar code, date, issue number and price

Looking like the real thing (Look at magazines to see how they use titles, fonts, Headlines, pictures, colour etc)

I will mark it on screen just print off a rubric

## **You must:**

Close crop(remove the background) of the images you took with a digital camera (at least one per cover)

## **You may:**

Distort the picture of yourself

Use a masthead from the Internet for the title of the Magazine (try to get it high res)

## **Helpful hints:**

When creating your magazine cover set the size of the file to 8" wide by 10" high. This will allow for easy printing on the laser printer.

Set your resolution for **300 pixels per inch** (300 is ideal for professional printing. Set you colour mode to **CMYK**.

When you create a new element on your page it usually creates a new layer. You can change the order of layers in the layers pallet therefore changing the stacking order of the elements on the page

When saving you file save as a working layered file. (.PSD) When you save it as a JPG you flatten you Magazine cover making it harder to edit because all the layers merge.

# Magazine Process

1. **4 thumbnails per magazine cover**

2. Using a digital camera take pictures of people places or items required for your design. You may need to experiment with the camera to get the images you want.

3. **Camera Angle:**

Position the camera to give a point of view that matches your sketched thumbnails

**Framing:**

Move the camera closer or further away so that the subject fills most of the viewfinder. On most cameras, you can use the zoom setting to adjust the framing.

**Background:**

Position the subject so that the background appears as you intended. For one of the images per cover you must totally remove the background (close crop).

**Lighting:**

If possible, adjust the lighting to avoid high contrast (a very light area next to a dark one), Make sure the camera is not facing a direct light source such as a bright window or ceiling light.

**Focus:**

Make sure that you subject is always in focus. Some cameras allow you to put the background out of focus while keeping closer objects in focus to direct the viewer's attention to your subject.

4. Transfer the image files to the computer using iPhoto or Image Capture.

5. Select and edit the photographs.

6. Use an image editing program like Photoshop to touch up things you want changed.

7. Layout you Magazine Cover

I find it easiest to create a new document in Photoshop that will act as a canvas for the magazine cover. Set the size of the file to 8" wide by 10" high. This will allow for easy printing on regular paper. Set your resolution for 200 DPI (300 is ideal for professional work but 200 will do)

8. After you have this document. Cut and paste your other pictures into it. **When you cut and paste a picture from one file to another, the picture will adjust its resolution and colour space to the file that you are pasting into.**

9. Rearrange the pictures, change the size and try to match one of your thumbnail designs. Add borders, text and different colours to make your magazine cover appealing.

10. Get me to mark both magazine covers on screen. Make sure you have a rubric, and your thumbnails ready and complete.