

## Blu Ray Movie Cover/Game Sleeve

Using your newly acquired Adobe Illustrator skills, Indesign skills and your highly polished Photoshop skills your next project is to create a Blu Ray Movie Cover/Game Sleeve using the combination of these three programs.

First, design a logo for your Blu Ray Movie Cover/Game Sleeve in Adobe Illustrator. This can be for a game name, movie title, production company, etc. Save a copy of this file as a PDF file.

*Examples of real Companies logos:*



Remember the following rules and guidelines when designing any logo:

- Remember the KISS Principle
- Logos must be self contained
- Logos must be reproducible at varying sizes
- Logos must look good in colour and B&W
- Logos must not contain photographic elements (jpgs or GIFS)
- Logos must be totally original

As well, in Illustrator create a Bar Code for your cover:



This will be a vector element. barcodes are always vector and have a white background. Save a copy of this file as a PDF.

Find a version of the Blu Ray logo (high quality):



Make sure you save all your files in one folder. This will make things easier.

Sketch 4 versions of your cover as thumbnails.

Next, create a Blu Ray Movie Cover/Game Sleeve document in Photoshop. Make sure the document is at 300 DPI, in the CMYK Colour Space. Remember in Photoshop include bleed into your image size using the information on the next page. Save all Photoshop images as a .PSD.

The final **trim** size of the Blu Ray Movie Cover/Game Sleeve is as follows:

- Total Width: 268 mm or 10.5 inch  
Total Height: 148 mm or 5.83 inch
- 14 mm spine or .55 inch
- bleed of 1/8 inch on all sides

Lastly, create an InDesign document at the above size. Combine the elements you made in Illustrator and Photoshop by using the place command. (It's always best to print from InDesign, even if most of the project was done in Photoshop.) Whenever possible place logos and especially barcodes into InDesign not Photoshop to keep them vector

Your creation must:

- Contain 1/8" bleed
- Be sized to fit a standard Blu Ray Case. (You supply the cover for measuring)
- Use Colour
- Create 4 thumbnails of what the cover will look like.
- Contain vector logos and bar codes saved as PDFs and placed into InDesign
- All images are CMYK, 300 DPI and saved as .psd
- Information on the spine
- Look like an actual movie or game case with all needed information (mouse type, rating, credits, dates or anything else that would be suitable)