Album artwork Outline Scheme of Work

The aim of this project is to develop image editing and creation skills, linking in particular to iMedia, photography, art etc… Also reinforces knowledge of image file types and skills associated with sourcing assets and the resume and editing of images. From an editing perspective, non-destructive methods should be stressed, with attention paid to version control. Sourcing of images from high quality, copyright free sources also needs to be emphasised.

Aim time: 9–12 lessons probably, although this can be extended as required

Item	Focus tasks	Time	Notes
1	Review of image file formats	0.25–0.5 lesson	Review key file types – JPG, PNG, GIF Time will depend on how much has been done previously - first year through more time may need to be spent
2	Black and white	0.5–0.75 lessons	Intro to idea of album art Intro to using PhotoPaint – focus on non-destructive editing Using layers to create a black and white image Adding text Saving as PP file and exporting as JPG Gallery making – with screenshot of layers
3	Using colour	1 lesson	Revisit key skills and add using colour creatively Review image file types – saving and exporting, retaining layers
4	Using selective colour	1 lesson	Revisit key skills and add

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5	Removing backgrounds	1–2 lessons	Key ideas about removing backgrounds – this is preparing assets for iMedia and so is really important Second lesson could be space themed cover Review image file types – reference to PNG Could use the idea of adding text in Draw after image has been exporting – creating suitable Draw file and importing. This allows strokes etc… to be added to text whereas PP doesn't. Not sure yet where this can come in – could be any time in sections 2–5. Also doesn't need to be added
6	Design an album cover	1 lesson	Intro client brief Create design sketches Possible final visualisation diagram in more detail? Can move on to sourcing assets – stressing copyright free, high quality etc…
7	Create an album cover	2–3 lessons	Source assets – save and version control Prepare assets Use a template – PSD file with layers which introduce the idea of a bleed etc Create – including back cover Review save, version control, and export process
8	Create a logo	0.5–1 lesson	Review of vector graphics and differences with bitmaps Creation of simple logo for the cover Review save and export process

Item	Focus tasks	Time	Notes
8	Review and refine	1–2 lessons	Test, review, refine process – link to DT etc… Review against client brief • Possibly a checklist? • May want to use a test table? Review and test products produced by others Refine and extend products