

## Playing Cards (Group Project)

- OBJECTIVE** Many graphic design projects are done by committee. In other words several people are involved in the decision making process. This can be advantageous because the work is shared but difficult because members of the group have differing opinions. This project will challenge your group to create a design scheme for playing cards. Your group will need to delegate tasks and utilize the talents of the team members to complete a unified design.
- MATERIALS**
- illustration board (15" x 20")
  - painting materials
  - pencils, colored pencils, markers, ink pens
  - collage materials (magazines, newspapers, computer prints, etc.)
- GRADING** 20 pts. for each group member (5 points for unity of design + 5 points for team effort + 5 points for creative problem solving + 5 points for neatness in execution)
- INSTRUCTIONS** Your group will produce 3 card fronts and one card back design.  
 The card fronts should include the following three cards:  
 1 Ace of Spades (should include black)  
 1 King of Hearts (should include red)  
 1 number 5 of Diamonds (should include red)  
 The card back can be any design and color scheme you choose. You may wish to repeat colors or elements used in the card fronts on the card back to achieve a sense of unity.
- Part A) Begin with thumbnail sketches just as we have in past projects. Each member should contribute a number of sketches and/or ideas in a brainstorming session.  
 Part B) Develop these sketches with more detailed drawings. You may begin to assign group members with illustration, typography, backgrounds, etc. Assigning each member one card will most likely produce varied results and result in designs that are not unified.  
 Part C) Create a color palette using the materials you decide to use in the final version.  
 Part D) Mount your designs (with rounded corners) on a 15" x 20" illustration board using the measurements below.

