# BULLES

- 1. IDENTIFY THE DESIGN CHALLENGE
- 2. RESEARCH
- 3. BRAINSTORMING IDEAS
- 4. PRELIMINARY SKETCHES
- 5. EXECUTION
- 6. CHANGES & REVISIONS
- 7. FINAL DESIGN

1.

#### IDENTIFY THE DESIGN CHALLENGE

- Finding out as much information to meet the project needs:
  - Purpose
  - Format
  - Time line
  - What is the look and feel?
- Have a CLEAR UNDERSTANDING about what the design is. Ask questions.

2/3.

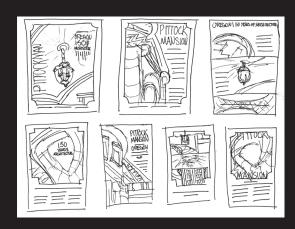
#### RESEARCH & BRAINSTORM

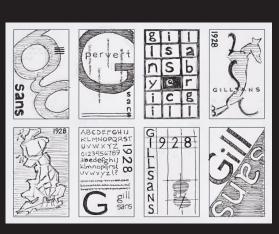
- Use your online resources to look up similar designs and styles.
  - DO NOT STEAL
  - USE AS STARTING POINTS
- Create a MOOD BOARD.
- Write down thoughts and ideas.

4

#### PRELIMINARY SKETCHES

- Other wise known as: THUMBNAIL SKETCHES.
  - Quick, abbreviated drawings. A series of visual ideas for different views of that can be combined together to create the final design.





5. EXECUTION

- Taking thumbnail sketches and begin creating designs in the specific program and format intended for the design.
- Create graphic imagery and select typefaces appropriately suited for the design.
- Pay attention the principles of design.
- Take your time when designing.

6.

CHANGES & REVISIONS

- Review your completed design (s).
- Use this time to make any revisions.

7.
FINAL
DESIGN

- Present your final design.
- COMPLETE