

“Creative Cards”



Objective: Design a unique card based on sports cards or roll playing game cards.

Materials

- Image editing software such as Photoshop, Pixlr Editor, GIMP, or SumoPaint
- Color Printer and Card Stock (optional)

Motivation

- Ask students about what card games they play (think Pokemon or Magic: The Gathering) or what cards they collect (like sports cards).
- Show some examples and point out different design elements.
- Brush up on technical skills by watching [this video tutorial](#).

Step 1: Brainstorm

Have students think about the kind of card they want to create. Ideas include modern day athletes made into vintage-style cards, game and sports card mashups or anything else your students can think of. Some students will end up working with appropriated online imagery. It's a great time to talk about parody and copyright laws. Check out <http://creativecommons.org/>.

Step 2: Create Basic Layout

Have students start with a 2.5" x 3.5" canvas. Having a unifying background or texture will help the design. Then, have students add the main image (sports star, anime character, etc...). It's important that students start designing the space and look for the subsequent text boxes.

Step 3: Add Details

After students have the basic set up, encourage them to add details to make the sections pop out and stand apart. For example, students can use filters and brushes to texturize and work their backgrounds and use stroke effects to highlight different areas.

Tip: Adding finishing touches can make or break this assignment. It's pretty easy to copy, paste, and resize imagery. Adding extra effects will make the cards feel more authentic.

Tip: Printing these on card stock is a fun way to make the finished product feel more like the real thing.