

LAYOUT

Magazine Cover

Teaching Points

Overview

Magazine covers are created for eye appeal. Interesting topics on the cover capture persons' attention so they will purchase the magazine. This assignment allows a student to create a magazine cover with the student as the central character.

Content Review

Review and/or demonstrate the following as needed:

1. Desktop publishing layout and design
2. Techniques in using text including reversals
3. Manipulation and sizing graphics
4. Text objects for effect and appeal
5. Techniques used in creating publications—layering and focal point

Activity Preparation

Brainstorm with students ideas for magazine covers with them as the central cover character.

View previous students' work and/or have students bring copies of magazines or covers for preview.

Demonstrate desktop publishing concepts of focal point, inserting and manipulating graphics, setting margins, textboxes, text wrapping, layering, balancing white space, and others as appropriate for the assignment and the DTP software.

Discuss and demonstrate use of the rulers and guides.

Discuss resolution, color modes, and width and height of a page.

Discuss and demonstrate font styles, font effects, and font measurements.

Allow students to use scanners and digital cameras and to import graphics from various sources.

Resources

Supplies needed for the activities:

Computer
Internet connection
Paper
Printer (preferably color)
DTP software
Scanner
Digital camera
Card stock paper
Laminator and lamination sheets

Websites (and/or key words to be used for search):

http://desktoppub.about.com/library/weekly/bl11_publicationart.htm

Good site overall on DTP

<http://www4.district125.k12.il.us/Faculty/mfinlay/DTP/Proj/magazinecover.html>

Steps involved in making a magazine cover

<http://www.desktoppublishing.com/open.html>

A site with lots of informative links for desktop publishing

<http://www.tiemdesign.com/HOWTO/2002/Feb/IIIMCD/default.htm>

Illustrator 10 magazine cover steps

Books, articles, and other resources:

Botello, C. (2003). *Adobe Illustrator 10 – Design professional*. Boston, MA: Thomson Course Technology.

Braveheart, R. (2003). *Adobe PageMaker 7.0 basics*. Boston, MA: Thomson Course Technology.

Lee, L. (2002). *Introducing Adobe Photoshop elements*. Upper Saddle River, NJ: Que/Sams (Prentice Hall).

Proot, K. (2003). *Adobe PageMaker 7.0 – Illustrated*. Boston, MA: Thomson Course Technology.

Reding, E. (2004). *QuarkXPress 5 – Design professional*. Boston, MA: Course Technology.

Solomon, A. W. (2004). *Introduction to multimedia*. Columbus, OH: Glencoe (McGraw-Hill).

Weinmann, E., & Lourekas, P. (2003). *Illustrator 10 for Windows and Macintosh: Visual quickstart guide, student edition*. Berkeley, CA: Peachpit Press (Pearson Education).

Obtain books, videos, and other materials from Resources@MCCE
<http://www.resources.mcce.org>.

Design Principles for Desktop Publishers

Lichty, Tom

Book –

[4675—BE 11.0101 P L618]

CA, WADSWORTH, 1994.

Desktop Publishing: Getting the Message Out

Video – This program introduces the key components of a basic DTP system including: a fast microprocessor, large hard drive storage capacity, CD-ROM drive, large-screen monitor, b/w-color printer and flatbed scanner and more. Learn about software, page layout programs, drawing programs, editing, clip art and lots more!

[10547 – BE VIDEO 40]

MERIDIAN, 2000.

How To Create High Impact Designs; Over 90 Examples Of What Works And What Doesn't For Creating Brochures, Newsletters, Ads, Reports, etc.

Cleland, Jane K.

Book – Examples of designs for printed materials

[4336—BE 50.0401 C589b]

CO, CAREER TRACK, 1995.