

<b>Week Without Walls Program September, 2019 NOVA International Schools</b>	<b>Digital Design and Illustration Workshop</b>		
<p><b>Location:</b> NOVA, Skopje - Macedonia</p> <p><b>Dates:</b> 23 – 27. September, 2019 (9:00 – 15:00)</p> <p><b>Type of a project:</b> Graphic design, Illustration</p> <p><b>Group size:</b> max 17 students (grades 10 &amp; 11)</p> <p><b>Travel and accommodation:</b> N / A</p>	<p><b>Driving Challenge / Question</b> <i>Transcribing art and illustration into the world of digital design;</i></p> <p><b>Brief description of the project</b> <i>Many students interested in art consider the digital world of design to be daunting. The software interface of the myriad of programs used in the industry can feel isolating to those well-versed in traditional design. Even in the industry of animation these same programs are implemented due to their versatility. Through this workshop, the barrier between traditional and digital design can be broken, and the supposed complexity of manipulating shapes and colors can be simplified. Once the variety of tools are understood and practiced, the world of 2D art becomes a lot more malleable and interesting, for one can learn to use digital media as freely as possible. The unique style of every artist can be transcribed well and a new realm of experimentation presents itself.</i></p> <p><i><b>This project will be conducted in cooperation with the NOVA Alumni – Vladimir Voinovski a graduate of Leeds Arts University</b></i></p>		
<p><b>By participation in this project students will:</b> <i>(what will student learn and be able to do?)</i></p>	<p><b>Assessment for the project:</b></p>		
<ul style="list-style-type: none"> <li>- Understanding of the main tools used in Photoshop and Illustrator</li> <li>- Being able to create 2D designs</li> <li>- Manipulating digital images and re-purposing them</li> <li>- Understanding constraints, vectors, and modes within the given programs</li> <li>- Editing 2D media</li> </ul>	<p><b>Product / Competency</b></p>	<p><b>Assessment Tool</b></p>	<p><b>Grade Weight</b></p>
	<p>Familiarity with the interface</p>	<p>Rubric and observation</p>	<p>30%</p>
	<p>Understanding core tools</p>	<p>Rubric and observation</p>	<p>30%</p>
	<p>Setting project standards</p>	<p>Rubric and observation</p>	<p>40%</p>
<p><b>Estimated cost:</b> None</p>			
<p><b>Not included in the cost:</b> - Lunch (food is not provided). Students should either bring lunch from home, or have some money to buy their own lunch;</p>	<p><b>Included in the cost:</b> N / A</p>		
<p><b>Optional fees:</b> N / A</p>	<p><b>Mandatory fees:</b> N / A</p>		

Date	Tentative itinerary
day 1 – day 5 (Mon. – Fri.) (23 - 27.09.2019)	<p>9:00 – 12:00 Morning session</p> <p>12:00 – 13:00 LUNCH</p> <p>13:00 – 15:00 Afternoon session</p> <p><i>Detailed day by day itinerary and agenda will be created and determined once the groups are formed and the skills and the interest of the students registered for this group are determined.</i></p> <p><i>The activities during the 5 day training will be project based and will result with real and tangible outcomes.</i></p>
<p><b>IMPORTANT NOTES!</b></p> <p><i>* The order of activities is due to change because of creative dynamics.</i></p>	