## **Creative Brief - Personal Impact Poster**

First & Last Name: Period:

Exemplar Creative Brief

## **Brainstorming**

#### **Brainstorming Objective**

This brainstorming will allow you to create the foundation of your design. The more effort you put into brainstorming, the easier it will be to create a strong design.

### Step 1: Inspiration Pieces (15 mins)

You will need to find at least 6 different inspiration pieces. These **ARE NOT** images you will be using in your design. Look for designs that use inspiring elements.

#### You must...

#### Complete using complete sentences and correct grammar.

Why did you select this image? Explain in 1 or 2 sentences.

2.	
3.	
0.	
4	
4.	

5.	
6.	

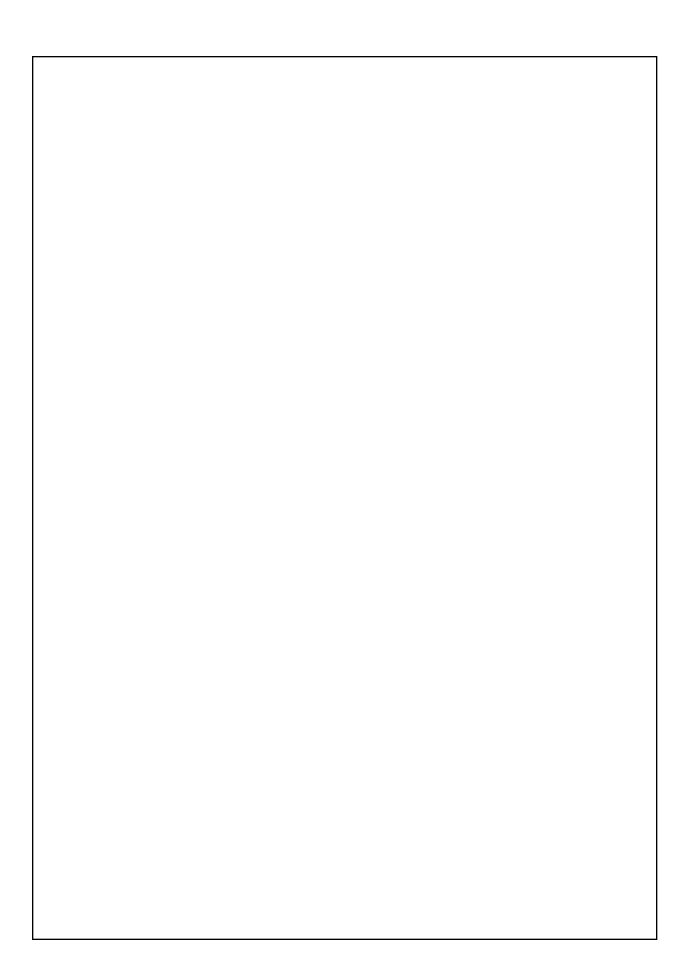
## Step 2: Sketch (30 mins)

You will need to create 1 sketch for your design that includes the elements below. Make sure you add plenty of notes and details.

### **Sketch Requirements**

- 1. Very detailed notes about concept and tools being used
- 2. Any questions that you may have

Upload a clear photo of your sketch below - Sketch Exemplar



## Step 3: Event (5 mins)

This design must represent an event or topic that impacted you. Explain what this event is and why it personally relates to you.

#### **Sentence Stems**

The event that will be the topic of my design is...

These represent me because...

#### **High-Quality Exemplar Reflection**

I selected 9/11 as my design topic. I selected this topic because it was probably the largest global event during my lifetime. This impacted a lot of people I knew because our mentality of our safety changed.

Theme Description: Write at least 3 sentences

## Step 4: Group Brainstorming Next Steps - Completed After Group Brainstorming (5mins)

#### Complete After the Group Brainstorming Session

After completing the group brainstorming, what are your next steps? Explain if you have changed your concept and why you have. Don't just repeat what your group said.

#### **Sentence Stems**

After my group brainstorming session, my next steps will be...

After my brainstorming, I have changed my design concept because...

Group brainstorming helped me because...

#### High-Quality Exemplar Reflection

After brainstorming with my group, I have decided to make the balloons planets to fit with the space theme. They also suggested looking for tutorials on how to make a nice glowing effect on the planets. This will be beneficial because it will make a stronger hierarchy in my design.

# 50% Progress Rubric

Check In	Missing 0 (F)	Unsatisfactory Incomplete 50 (F)	Partially Proficient Somewhat Completed 70 (C)	Advanced Completed 100 (A)	Grade
Project is 50% Complete	- Ti in - Yo - Co Next step - Ro pi us - M de - A	he basic design is hages or effects the bu have used a hig oncept is clear. <b>Is:</b> evisions will need finciples (hierarch sed correctly. lore details and el esign to raise the	ed by having the for complete but may hat you plan on us gh number of desi to be made to ens y, flow, typography ements need to be quality. ols will be found a	y lack some ing. gn skills. sure design y, etc.) are being e added to the	
Comments:					

# **Project Rubric**

## **Exemplar Self-Evaluation**

Competency	Unsatisfactory 10-0 (F)	Partially Proficient 14 (C)	Proficient 16 (B)	Advanced 20 (A)	Competency Mastery
Design Principles (i.e. balance, white space, flow, hierarchy, color theory)	Design principles are used somewhat successfully together to enhance the creative and cohesiveness of a design.	Design principles are used somewhat successfully together to enhance the creative and cohesiveness of a design.	Design principles are used successfully together to enhance the creative and cohesiveness of a design.	Design principles are used very successfully together to enhance the creative and cohesiveness of a design.	/20
Grading Questions			Self-Evaluation		Grade
<ul> <li>How well did you use all of the design principles throughout your design?</li> </ul>					A, B, C, F
- How well did you intentionally balance your design by considering where you placed certain elements?					
- How well did you create hierarchy by creating a central image?					
<b>Comments</b>					
Competency	Unsatisfactory 10-0 (F)	Partially Proficient 14 (C)	Proficient 16 (B)	Advanced 20 (A)	Competency Mastery
Skills/Tool	A lack of skills/tools were applied in combination to expand	Appropriate skills/tools were somewhat successfully applied in	Appropriate skills/tools were successfully applied in combination	Appropriate skills/tools were very successfully applied in combination to	/20

- How well dic or tools? If so clearly in the	designer's knowledge. Grading Question I you use new hig , explain what thi grade rational sec	h level skills s was very ction.	to expand designer's knowledge. Self-Ev	expand designer's knowledge. valuation	Grade A, B, C, F
<ul><li>How well did you use your previous skills at a very high level?</li><li>How well did you use photo editing skills?</li></ul>				.,.,.,.,.	
<b>Comments</b>			-		
Competency	Unsatisfactory 20-0 (F)	Partially Proficient 28 (C)	Proficient 34 (B)	Advanced 40 (A)	Competency Mastery
<b>Invention</b> (i.e. creativity, attention to detail, originality, use of time)	Design lacks attention to details and creativity through exploration and risk-taking to identify and solve graphic design problems.	Design shows some level of attention to detail and creativity through exploration and risk-taking to identify and solve graphic design problems.	Design shows a high level of attention to detail and creativity through exploration and risk-taking to identify and solve graphic design problems.	Design shows a very high level of attention to details and creativity through exploration and risk-taking to identify and solve graphic design problems.	/40
Grading Questions		Self-Evaluation		Grade	
- How well did you solve by revising your work throughout the design cycle?					
- How well did you use <b><u>all</u> of class time</b> wisely?				A, B, C, F	

- How well did you explore your creativity and use high attention to details?		
- How well did you follow all of the project requirements listed at the top of the rubric?		
Comments		
Professionalism Traits		
<ul> <li>Time Management - 10pts lost for work turned in late</li> <li>File Management - 5pts will be deducted for missing a setup correctly.</li> <li>Self-evaluation - 5pt will be deducted for not complet professional level.</li> <li>Tardies - 5pts will be deducted for being tardy more tha project.</li> <li>Design Cycle - 5pts will be deducted for brainstorming</li> </ul>	20/20	
	Final Grade	