GD3 PROJECT PROPOSAL #_____

Student Name_____

You must write a proposal and get it approved before you begin a project. Establish an overall plan and provide details. Be specific, clear and concise as possible. Projects must be completed one week before progress report dates.

Today	s Date:	Intended Due Dat	te: Project Length	: □2 WKS □ 3 WKS □ 4 WKS □ 5 WKS
(The leng	gth of projects wi	ll depend on the complexity	of the project. Simple projects tal	king less time will require more projects to be completed)
Projec	t Type		_(specify what type of project it	is; poster, illustration, animation, contest, T-shirt etc.)
Projec	t Descriptio	n: (Provide details about t	he project. What is it about, wh	at is in it? Be specific.)
• (Color scheme	/Color choice (why?)		
• 9	Style (does it fo	llow a certain style and wh	y?)	
• (Other (anything	g else to help describe it) _		
Specif	ications: (pho	otoshop projects must be c	reated in 200-300 resolution)	
Sof	tware Progr	am: (which software prog	gram[s] will you be using?)	
Size	e & Format:	(What size will your projec	t be?)	Portrait Landscape Resolution
Dig	ital Color: w	hich color mode? 🛛 RGB		THER
Purpo	se/Message	of the Project. (What	do want to convey?)	
Target	: Audience (\	What group are you trying	to attract?)	
Sched	ule: Plan of	Action/Time Line (tir	ne, duration, structure, flow)	
1.	Research:	(books, web, you-tube etc,	make notes and samples in jour	nal)date
2.	Rough ske	tches: (min. of 3 small sc	ale about ¼ page size, directly in	art journal) completion date
3.	Productior	1: (creating the digital file i	n appropriate software)	completion date
4.	Critique: (p	eer and teacher, have othe	ers look at your art before subm	ission) completion date
5.	Completio	n: (this is the final project	to be turned in)	completion date
6.	Object Lab	el/Exhibit Text:		completion date
	(this includes	your name, artist, title, me	dium, dimensions and paragrapl	n of text about your artwork, follow instructed format)
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7. Art Journal: (proposal, research, sketches, critiques, reflections, small scale final print)...... completion date_

Materials/Resources (Are there special materials you need? If you already know some of your resources, write them here.)

Additional Notes: (any other information that will clarify your project to teacher)

A poorly-planned project stands little chance of success. Things that can go wrong: Running out of time (very common), bad choice of development methodology/tools. Common mistake: Jump straight into technical details. What happens if, after a few weeks, your project isn't working out as planned? How will you manage this? Try to anticipate possible problems, modify the idea, have a backup plan, keep teacher informed. Break your project down into phases: proposal, research, thumbnails, approvals, feedback, and production.

