

# GRAPHICS

## Festival Layout

### Teaching Points

#### Overview

The physical layout of surroundings in graphical depictions is completed for maps, conferences, festivals, buildings, and many other purposes. This assignment will allow students to research festivals and other outdoor events; then develop and design the layout for a selected outdoor event with appropriate amenities.

#### Content Review

Review and/or demonstrate the following as needed:

1. Using the Internet to locate information
2. Applying layout and design principles in layout software
3. Manipulating graphics and images
4. Using toolbars and palettes
5. Creating drawings in layout software
6. Creating a focal point in layout and design

#### Activity Preparation

Brainstorm with students the activities, events, and amenities that were at festivals, theme parks, and other events they have attended.

Demonstrate the use of software applications appropriate for creation of the assignment.

Discuss seasonal needs for events.

Demonstrate scaling to size for drawings depicting graphics of buildings, landmarks, parking, etc.

Review and/or teach drawing and connecting lines for objects, white space in layout and design for objects and text, and other design features.

Review and/or brainstorm common and universal symbols used to depict events.

Have students practice text objects and other features of various software applications for the assignment.

## Resources

### **Supplies needed for the activity:**

Internet access  
Drawing software  
Desktop publishing software  
Paper  
Printer (color preferably)

### **Web sites (and/or key words to use for search):**

[http://www.showmensleague.org/festival\\_planning.html](http://www.showmensleague.org/festival_planning.html)

<http://www.jhuccp.org/africa/tools/activity/ac28.shtml>

<http://www.sitesalive.com/bl/tg/private/bltgfestival.pdf>

[http://www.l2ed.com/new/ft\\_e/feste/ft\\_e\\_03.htm](http://www.l2ed.com/new/ft_e/feste/ft_e_03.htm)

<http://desktoppub.about.com>

**Key words:** *festival maps, fair layouts*

### **Books, articles, and other resources:**

Adobe Press. (2002). *Adobe PageMaker 7.0*. Upper Saddle River, NJ: Adobe Press (Prentice Hall).

Adobe Press. (2000). *Adobe InDesign 1.5*. Upper Saddle River, NJ: Adobe Press (Prentice Hall).

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

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

Obtain the following 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.

**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.

**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.