## Task 1:

Create either **a digital or non-digital mood board** for a product/service or activity of your choice. We will have discussed mood boards in class so you should already have some ideas.

You should **source your assets** first (if they are digital assets, remember to make a note of the website they came from), then present them in a way that will help *inspire* a design team.



Remember, mood boards help with the generation of ideas and stimulate creativity.

You should try to include **images**, such as logos, photos, screenshots, and drawings. The mood board should also show **colours**, **key words**, **fonts** and **styles**. Non-digital mood boards can include **textures**, **fabrics** and other materials. Digital mood boards can include **sound** and **video clips** and **animations**.

You can either bring your work in on paper (ask for an A3 sheet) or you can create it using graphics design or presentation software. Upload your digital mood board to the homework section in OneNote.

## Task 2:

**Create an A4 visualisation diagram** (either on paper or digitally) to represent your ideas for a new Music Magazine (aimed at teenagers). Remember, a visualisation diagram should demonstrate the **layout, content and the styles of the product**.

Your diagram should include:

- Images and graphics showing their size and position
- Font styles to be used (size and type/colour)
- Colours and colour schemes
- Annotations (labels) to help explain your ideas

*More information at*: <u>https://www.slideshare.net/b\_malcolmson/lo1-lesson-6-</u> <u>visualisation</u>