interfacedesignstudio
:: homeworkassignment   final due :: week.**17**

Homework Project: Final Project (Final Product(s) + Process Imagery)

Deadlines:

1st Draft (v1):	Due Week 13
2nd Draft (v1):	Due Week 16
FINAL:	Due Week 17

Assignment: Based upon the feedback from your all of your designs, tests, and drafts to date, prepare all of your final project deliverables and process imagery into a unified presentation that could serve as a portfolio entry and/or final handoff to the client. There are two key components to the final project:
1. **Final Products** (final versions of all deliverables)
2. **Process Imagery** (cleaned up sketches, conceptual plans,

As you present each draft (v1 > v2 > Final), continue to improve upon 1) the quality of your previous versions for each of your deliverables *and* 2) the format and design of your presentation and all process imagery. All deliverables should be 100% complete, final products ready to be given to a client.

Per line item #2 above (Process Imagery), you are required to post "process" images for your final presentation/portfolio entry, with the primary goal of clearly demonstrating the full creative, conceptual, and technical design process that you went through over the course of the project. There are multiple ways of doing this, therefore each student may choose his/her best way to present their final project and process imagery. Some notable examples include:
- **Blog** or **"Behance" style** – a single, long, scrollable vertical web page with a linear (top-to-bottom) sequence of images
- **"Case Study" style** - a single, long, scrollable vertical web page with a combination of text and images that linearly (top-to-bottom) tells the narrative story of the project.

Other considerations for presenting your final product:
- If you are designing a interface/web site/mobile app/etc that is not coded, your final interface should be presented as if they were final portfolio images. For example, one should consider mockups (placing your interface on a computer screen, tablet, mobile device, etc).
- If you are creating a interface/web site/mobile app/etc that is coded – the coded site should be online, fully functioning, and with all final content (ie images, copy, etc).
- If you are creating printed media (ie. business cards, stationary, packaging, etc), you should be presenting both physical hard copies (ie. printed business card mockups, printed stationary, etc) and photographed mockups for your portfolio (ie. photos of the business cards on a table, photos of the packaging/final product, etc). Real custom mockups (that you printed then photograhed) are ideal, but fake mockups (ie. Photoshopped mockups, templated mockups, etc) are OK.
- If you are creating a time-based piece (ie. motion graphics, video, commercial, etc), the full video should be posted within the context that it will be seen. For example, if it is a video shown on a web site, you should create a mockup of the web site with a working link to play the video inside of a browser.
- If you are creating fine art – either printed artwork or screen-based media – you should be prepared to show the final form (ie. framed art, display, tv, etc) or a mockup of how it will look in the gallery space (ie.a photo of a gallery with your artwork placed in/mocked up via photoshop).
- If you are creating something not listed above, such as a logo, icon set, t-shirt, buttons, etc, you should use your best judgement to provide for the client the final product. For example, a logo for a client should be prepared as a final images (for previewing) with alternate versions (white on black, black on white, horizontal, vertical, etc) as well as the source file (Illustrator .ai file). If you are doing a t-shirt or custom button for a client, your should provide final images (for previewing) and the source files (either InDesign or PDF – so the client can send them to the printer). If you are doing an icon set, you should provide final images (for previewing) and the source files (ie. Illiustrator) in a zip file.

Some Examples of process imagery:
- Cleaned-up Sketches
- Color Studies
- Typography Studies
- Site Maps
- Wireframes
- Early Design iterations
- Tests
- Prototypes (both digital and analog)

Lastly, you should consider laying out some (or all) of these out on a table and photographing them for a stylized presentation.

Format: formats will vary, depending upon the deliverables. In all cases one should be prepared to show the client two things: 1) the final version(s) for each deliverable and 2) the process images for your portfolio.

> **For each deliverable:** However many are best to show the final product images and whatever format is best for each deliverable (ie. photographs, mockups, screenshots, etc) and however many process images (ie. sketches, conceptual planning exercises, etc) are best to demonstrate the creative design process. All products and imagery should be polished, 100% complete and ready to give to the client for final handoff.

> Post a link to your final project off your main class web page before class begins on each due date.