

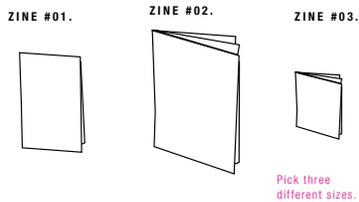
WHAT IS A ZINE?

What are Zines? Zines have served as a significant medium of communication in various subcultures. They usually draw inspiration from a philosophy that disregards the traditional conventions of professional design usually proposing an alternative confident and self-aware contribution. A zine, short for magazine, is a small-circulation or self-published work of texts and images, that are usually reproduced via photocopier. They are the product of either a single person or a small group, and are popularly photocopied into physical prints for circulation. Written in a variety of formats from desktop-published text to comics, collages and stories, zines cover broad topics including fanfiction, politics, poetry, art & design, ephemera, personal journals, social theory, intersectional feminism, single-topic obsession, or content far outside the mainstream enough to be prohibitive of inclusion in more traditional media.

ARTIFACTS:

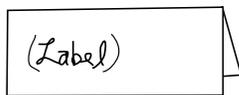
A. MAKE 3 X ONE PAGE ZINES:

(Method & imagery are your choice but must be your imagery.)



B. CREATE LABELING:

LABEL



C. PACKAGE TOGETHER



D. MAKE 3 IDENTICAL COPIES FOR FINAL CRITIQUE:



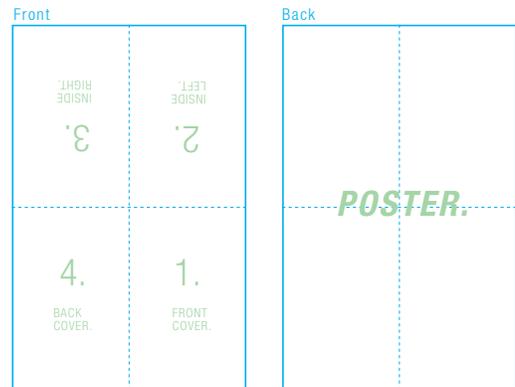
POSSIBLE ZINE TEMPLATE PATTERNS.

A.

11 x 17"



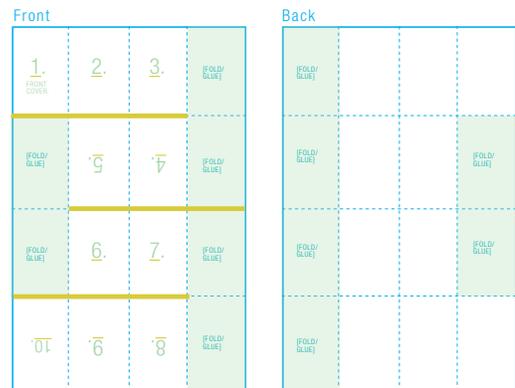
--- FOLD
— CUT



B.

11 x 17"

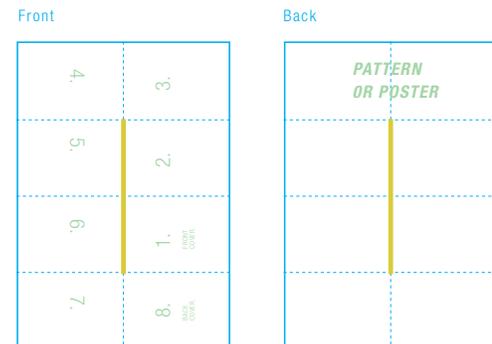
--- FOLD
— CUT
— CUT AFTER FOLDING
■ GLUE AFTER FOLDING



C.

8.5 x 11"

--- FOLD
— CUT
— CUT AFTER FOLDING



RUBRIC.

DIGITAL ART & DESIGN.

ZINE PACK.

0	DRAFT QUALITY
1	DEVELOPING
2	MEETS EXPECTATIONS
3	ABOVE AVERAGE
4	STELLAR

The most successful solutions in this assignment developed unique visual language while also creating sophisticated custom patterns. Consider movement, rhythm, flow, and direction on your 3-D form. Print on both sides of your paper to create double-sided prints. Work on folding and developing your prototyping craft. Developing vector illustration skills is important.

#	Rubric Criteria	% of grade
1.	Formal Qualities. [Elements & Principles of Design]. Examples include: ___.Compositional qualities (layering & balance). ___.Line Shape, Texture, Space, Color, Balance, Symmetry, Space, Rhythm, Scale, Contrast, Value. ___.Color Pallet includes students own mixed colors and not the default colors. ___.Has the student successfully solved the compositional qualities of the work?	20%
2.	> Zine Pack / Narrative / Techniques: > Narrative, Sequence, Space, Time, etc? ___. Did student develop a Storyboard and Sketches considering sequence. ___. Is Narrative consideration present? ___. Is sequence and time present in the experimentation and layout? > Series: ___. Do the Zines flow together as a cohesive visual series? > Composition, Flow, & Cohesion of Panels within each Zine. > Zine Folds: ___. Activation of Form as Zine Folds & Turns in Space. > Zine Packaging: ___. How are the series of zines packaged together? ___. Is the label well considered? ___. Is the Zine Series Effectively titled? ___. How is the prototyping, crafting, and folds? > Color & Experimentation with Pallet. Examples include: ___. Color Pallet includes your own mixed colors and not the default colors.	15%
3.	Visual Language, Experimentation, Originality & Forms. Examples include: ___.Experimentation with Pattern, Unique Shapes, Forms, Illustrations. ___.Formal experimentation with cohesive shape, size, scale, line, weight, etc. ___.Range & Variation in form, line, pattern. ___. Uniqueness of Form and implementation of successful design decisions. ___. Are objects / compositions sophisticated? ___. Do compositions avoid branded elements like logos or other trite elements? If universal forms are utilized are they visually different with their own sense of visual language? ___. How are compositional aspects balanced? ___. Is there an attempt at developing Visual Language, individual voice, and aesthetic from the student's unique point of view? ___. Are there unique elements that express voice. ___. Form experimentation with cohesive shape, size, scale, line, weight, etc. ___. Range and Variation in form, line, pattern. ___. Experimentation with minimal and complex forms. ___. Uniqueness of Form and implementation of successful design decisions.	15%
4.	Visual Presentation, Followed Submission Instructions. Examples include: ___. Did student upload their work in a thoughtful manner considering presentation as a significant element of communication? ___. Did student upload file types that are readable to multiple viewers, PDF format?	10%
5.	> Design Process + Design Thinking. Is evidence of the design process present? ___.Did student experiment with their design process during the assignment? Examples include: ___. Is student working on process and developing their work. ___. Did student work on sketches? ___. Did student perfect compositions to completion considering the Elements and Principles of Design.? Design process can include brainstorming, visual research, aesthetic awareness, variation experimentation, "formstorming", different design techniques [Kit of Parts], etc. See <i>Graphic Design Thinking</i> and <i>Graphic Design the New Basics</i> , by Ellen Lupton for suggestions. > Transfer of learning. [This occurs when a student applies information, strategies, and skills they have learned to a new assignment, situation, or context.] > Risk-taking. Did student take calculated risks during their process?	15%
6.	Self-Driven Critique, Peer Critique, & Studio Culture.	10%
7.	Professionalism + Positive & Critical Thinking.	5%
8.	Time Management + Required Experiments. Did student complete all required experiments?	10%
9.	Is Work Late? -20%	

ASSIGNMENT PROCESS.



Part 1. PREPARATION.

1.1. THEME : DARK / LIGHT.

Examples of Dark/Light could include: Shadow/Sunlight, Starlight/Moonlight, Love/Hate, Inside/Outside, Depression/Joy, Mountains/Valleys, Underwater/Surface, Illness/Wellness, Skeleton/Skin, Salt/Pepper, Space/Earth, War/Peace.

Part 2. SKETCHES & RESEARCH.

2.1. VISUAL RESEARCH for ZINES & PACKS.

Using the provided Pinterest Boards and other research investigate zines and other design projects.

- __A Professional Examples: < www.pinterest.com/carriedyer/zine-pack/ >, < www.pinterest.com/carriedyer/bookie-zines/ >
- __B. Student Examples: < <https://drive.google.com/drive/folders/1BVdNDd08spGAgJuoRd0wEMWp0o1y7upp=sharing> >

2.2. CONSIDERING NARRATIVE in your ZINES.

Zines are capable of utilizing aspects of narrative to convey ideas. How can you capture narrative? How can the theme of Dark / Light connect to your current narrative or an imagined narrative.

- __A. Reference the book *Design is Story Telling*, by Ellen Lupton.
- __B. Consider making a story board or quick sketches.
- __C. Your final direction does not have to be narrative based but it will be sequential.

2.3. WRITE 3 LOOSE PARAGRAPHS ABOUT the THEME.

Considering narrative and story telling [Reference the book *Design is Story Telling*, by Ellen Lupton] write three paragraphs considering the theme. Consider connecting the theme to your own passions and interests.

Be careful about trite and overused topics. If you utilize a topic that tends to be overused consider how to make it unique from your perspective. Common examples of overused topics and narratives are Vacation, Flowers, Scrapbook Aesthetic, Footprints in the sand, Smiley Faces, Hearts, Peace Sign, etc. Also, avoid using branded topics or imagery.

2.4. EXPERIMENT: FOLLOW "PROCESS A." PART 3 BELOW.

You may use *Process A* to create the images within your Zine. After completing *Process A* you may abandon pieces and parts or create new directions like vector illustrations, implement your photography, etc. Imagery must be your own.

2.5. TRY SOME ADDITIONAL IDEAS: 10 X SKETCHED ADDITIONAL IDEAS.

Using your sketchbook sketch 10 additional ideas for your Zine Pack.

2.6. COLLECT PACKAGING MATERIALS if NEEDED.

Collect materials needed to package this product like if you were to sale it at a Zine Fest. (Think about label. See below) Enough for 3 copies.

Part 3. PROCESS A.

3.1.

40 X PHOTOS.

Find & Photograph The following. **Objects can NOT have branded elements like the Coca Cola logo.

- 1.) 10 x Mechanical Objects. Examples: wires, plugs, car engine parts, drill press, levers, cranks, metal objects, industrial.
- 2.) 10 x Organic Objects. Examples: tree, leaf, water, dirt, strawberries, blueberries.
- 3.) 10 x Figurative Objects. Examples: two hands touching, arm, hand, eye, face, legs.
- 4.) 10 x Architectural Objects. Examples: building forms, columns, shapes, interiors.

3.2. TOP 20:

Pick the top 20 most interesting photographic objects, compositions, or textures. You may also add other photos you have taken for this course in previous projects. ****All photos must be your own images. No pictures of others artworks, designs, pictures on the wall, or branded objects.

3.3. ADJUST COLOR:

Color adjust these photos to work with several color schemes. Adjust on your phone or in Adobe Photoshop. You may add subtle phone textures or effects. Just make sure the effect doesn't take over the image.

3.4. PRINT BEST PIECES:

Print 20 of the best images. You may reprint as many times as you want. You may also return to taking photos at any point if you need to alter your process.

3.5. CUT & COLLAGE:

Cut items out of the photographs. Position and place on six pieces of paper to create 6 collages. I recommend different sizes. Consider Zine Layouts. Try 11x17" [Tabloid], 8.5x11" [letter], and 8.5x14" [legal]. I suggest you use a piece of folded tape per item so you can remove and replace if your composition needs altering. You can also get Restickable Scotch tape of glue for this.

3.6. TRANSFER COLLAGES to ZINE TEMPLATES in AI or IND:

- __Scan these in at high resolution, 300 ppi or photograph at high quality.
- __Color adjust in Photoshop if needed. **Highly suggested.
- __Place into Zine and further edit, arrange, cut, place, mask...
- __***Creative Freedom: You may abandon these experiments and try other methods of image creation if the results are not desirable. Other methods include digital manipulation in PS, Analog Drawn images, or Vector image creation in Adobe Illustrator, or a mixture.

Part 4. PACK CONTENTS.

4.1. CONTENTS.

Your Zine Pack must include 3 items:

- __a. Zine #1
- __b. Zine #2
- __c. Zine #3
- __d. Outside Packaging -bag and label (label- paper folder over and stapled.)

EXTRA CREDIT OPTIONS.

- __ Item #4 Extra Credit
- __ Item with cut outs or irregular pages
- __ Item with interactive elements
- __ Additional Item: _____ Your Choice.
- __ Ideas: Stickers, Zine #3?, Fold Up Poster...

4.2. ZINE TYPE.

One Page Zine: It's recommended that you use the one page zine model. There are different patterns you can utilize to make a one page zine. See examples of templates in following section.

4.2. CONSIDER EMBRACING ANALOG PROCESS.

Consider embracing an analog process for making your zine imagery.

Part 5. MAKE / REFINE.

5.1. ZINE #1 to #3. [DESIGNED TO FOLD FRONT & BACK]

Make Zine #1. Consider general visual language, color, and aesthetic.

5.2. PACKAGE 3 ITEMS TOGETHER.

Create a label to package all Zines together using card stock and a plastic pocket that's normally used to package greeting cards.

5.3. 3 COPIES.

Create an Edition of Three Zine Packs (3 copies of same zine package); You will need to create an addition of three. An edition is normally a short number of prints that are almost identical.

Part 6. REVISE / PRINT / DUE.

6.1. REVISE:

Look over the work you have created with visual analysis. Consider elements that need improvement. Edit and revise these items before turning in your work. At any point in the project you can edit and revise.

6.2. FINAL PREP & DELIVERABLES:

For Final Submission:

- __a. 3 x identical copies of Zine Pack, printed and assembled
- __b. 20 x photographs of final Zine Pack on a white background from different angles.
- __c. Saved high resolution PDF & Legacy digital files of all images, layouts, and motion based files
- __d. Presentation PDF including the following: Design Process, Final Solution, Self Directed Critique.

[STUDENT EXAMPLES]



I EXAMPLES OF ZINES & ZINE PACKS



SOURCE:

ZINE PACKS:
www.pinterest.com/carrieadyer/zine-pack/

BOOKS & ZINES:
www.pinterest.com/carrieadyer/books-zines/

What is a Zine?

See below from Wikipedia:

A zine (/zɪ nɪ ZEE-n; short for magazine or fanzine) is a small-circulation self-published work of original or appropriated texts and images, usually reproduced via photocopier. Zines are either the product of a single person, or of a very small group and are popularly photocopied into physical prints for circulation. A fanzine (blend of fan and magazine) is a non-professional and non-official publication produced by enthusiasts of a particular cultural phenomenon (such as a literary or musical genre) for the pleasure of others who share their interest. The term was coined in an October 1940 science fiction fanzine by Russ Chauvenet and popularized within science fiction fandom, entering the Oxford English Dictionary in 1949.

Popularly defined within a circulation of 1,000 or fewer copies, in practice many zines are produced in editions of fewer than 100. Among the various intentions for creation and publication are developing one's identity, sharing a niche-skill or art, or developing a story, as opposed to seeking profit. Zines have served as a significant medium of communication in various subcultures, and frequently draw inspiration from a "do-it-yourself" philosophy that disregards the traditional conventions of professional design and publishing houses proposing an alternative, confident and self-aware contribution. Handwritten zines, or carbon zines are individually made, emphasizing personal connection between creator and reader, turning imagined communities into embodied ones.

Written in a variety of formats from desktop-published text to comics, collages and stories, zines cover broad topics including fanfiction, politics, poetry, art & design, ephemera, personal journals, social theory, intersectional feminism, single-topic obsession, or sexual content far outside the mainstream enough to be prohibitive of inclusion in more traditional media. (An example of the latter is Boyd McDonald's *Straight to Hell*, which reached a circulation of 20,000.) Although there are a few ears associated with zine-making, this "wave" narrative proposes a limited view of the vast range of topics, styles and environments zines occupied.

OVERVIEW AND ORIGINS

Dissidents and members of socially marginalized groups have published their own opinions in leaflet and pamphlet form for as long as such technology has been available. The concept of zines had an ancestor in the amateur press movement of the late 19th and early 20th century, which would in its turn cross-pollinate with the subculture of science fiction fandom in the 1930s. The popular graphic-style associated with zines is influenced artistically and politically by the subcultures of Dada, Fluxus, Surrealism and Situationism.

Many trace zine's lineage from as far back as Thomas Paine's exceptionally popular 1775 pamphlet *Common Sense*, Benjamin Franklin's literary magazine for psychiatric patients at a Pennsylvania hospital and *The Dial* (1840–44) by Margaret Fuller and Ralph Waldo Emerson.

1930s–1960s & SCIENCE FICTION

"The Reign of the Superman," a short story from the 1933 zine *Science Fiction: The Advance Guard of Future Civilization*, which led to the creation of the comic book hero Superman.

During and after the Great Depression, editors of "pulp" science fiction magazines became increasingly frustrated with letters detailing the impossibilities of their science fiction stories. Over time they began to publish these overly-scrutinizing letters, complete with their return addresses. Hugo Gernsback published the first science fiction magazine, *Amazing Stories* in 1926, and allowed for a large letter column which printed reader's addresses. By 1927 readers, often young adults, would write to each other, bypassing the magazine. This allowed these fans to begin writing to each other, now complete with a mailing list for their own science fiction fanzines that allowed them to write not only about science fiction but about fandom itself and, in self-proclaimed perzines, about themselves. Science fiction fanzines vary in content, from short stories to convention reports to fanfiction were one of the earliest incarnations of the zine and influenced subsequent publications. "Zinesters" like Lisa Ben and Jim Kapner honed their talents in the science fiction fandom before tackling gay rights, creating zines such as "Vice Versa" and "ONE" that drew networking and distribution ideas from their SF roots. A number of leading science fiction and fantasy authors rose through the ranks of fandom, creating "pro-zines" such as Frederik Pohl and Isaac Asimov. The first science fiction fanzine, *The Comet*, was published in 1930 by the Science Correspondence Club in Chicago and edited by Raymond A. Palmer and Walter Dennis. The first version of Superman (a bald-headed villain) appeared in the third issue of Jerry Siegel and Joe Shuster's 1933 *Science Fiction*.

Source: <https://en.wikipedia.org/wiki/Zine>

Other Resources:

VIDEO EXAMPLES:

Making a zine

https://youtu.be/zP_ZCbJ0TA

Zines: The Power of DIY Print (short documentary)

<https://youtu.be/oiqQvVW9KY>

ISSUE PUBLICATION

/ SOME HISTORY ON ZINES:

An introduction to zines (and zine-making) (No2)

<https://issuu.com/thepublicstudio/docs/metazine-final-interactive>

VISUAL EXAMPLES:

ZINE PACKS:

www.pinterest.com/carrieadyer/zine-pack/

BOOKS & ZINES:

www.pinterest.com/carrieadyer/books-zines/