

# FRIDAY, March 13, 2015

The sickness got me...please behave for the sub today and I will hopefully be back Monday to teach all of you wonderful students motion graphics.

I will be forwarding your Comic Con Card Contest Entries to the submission email today. You will be CC'd on the email so you know your design has been submitted. If you did not turn it in to me by email yesterday, you are responsible for scanning the image and emailing your submission to [emagbanua@sandiego.gov](mailto:emagbanua@sandiego.gov)

To submit:

- Save your final image as **CCcard\_First&LastName.jpg**
- Email to [emagbanua@sandiego.gov](mailto:emagbanua@sandiego.gov)
- Write **“Comic Con Card Contest – Your Name - Mod#”** in the subject of your email

## VOTE

1 point extra credit per vote! Log into your Facebook and VOTE for our e3 Civic High team that is competing in the iVIE video contest. Link to the FB site for voting [https://www.facebook.com/SDCCU/app\\_629714627080217](https://www.facebook.com/SDCCU/app_629714627080217) or find it on our class calendar.

- You can vote once every 24 hours
- Screenshot and email to me with time stamp each day you vote (I can see your name & time/date at the top of your screen) and I will give you extra credit.
- Don't have a Facebook? Get your friends who are not in this class to vote! - email me a **screen shot** of their votes and I will give you extra credit for that too!

Voting ends March 16 – you can vote 5 times until then!

## ADVANCED DIGITAL MEDIA ARTS

Sketchbook warm up: This is a sample of the description you are to add to your final teacher Flatpack. Write your description in your sketchbook and PROOFREAD FIRST! Then, type in word – PROOFREAD AGAIN. Cut and paste the text into your Flatpack toy design file. Be sure you have the PDF file saved in your Google Drive. We will begin printing Monday.

When complete, begin your Flatpack #2 – your choice. This Flatpack does not have to be a human. It can be an animal, monster, character, toy, etc. Be creative! Follow our design steps: Thumbnails in your sketchbook first, create a prototype, and work backwards from there.