

## **DN1009 GRAPHIC FORM**

### **PROJECT 2: ZINE: LOCALE**

#### **Project 2.2 (Part 3)**

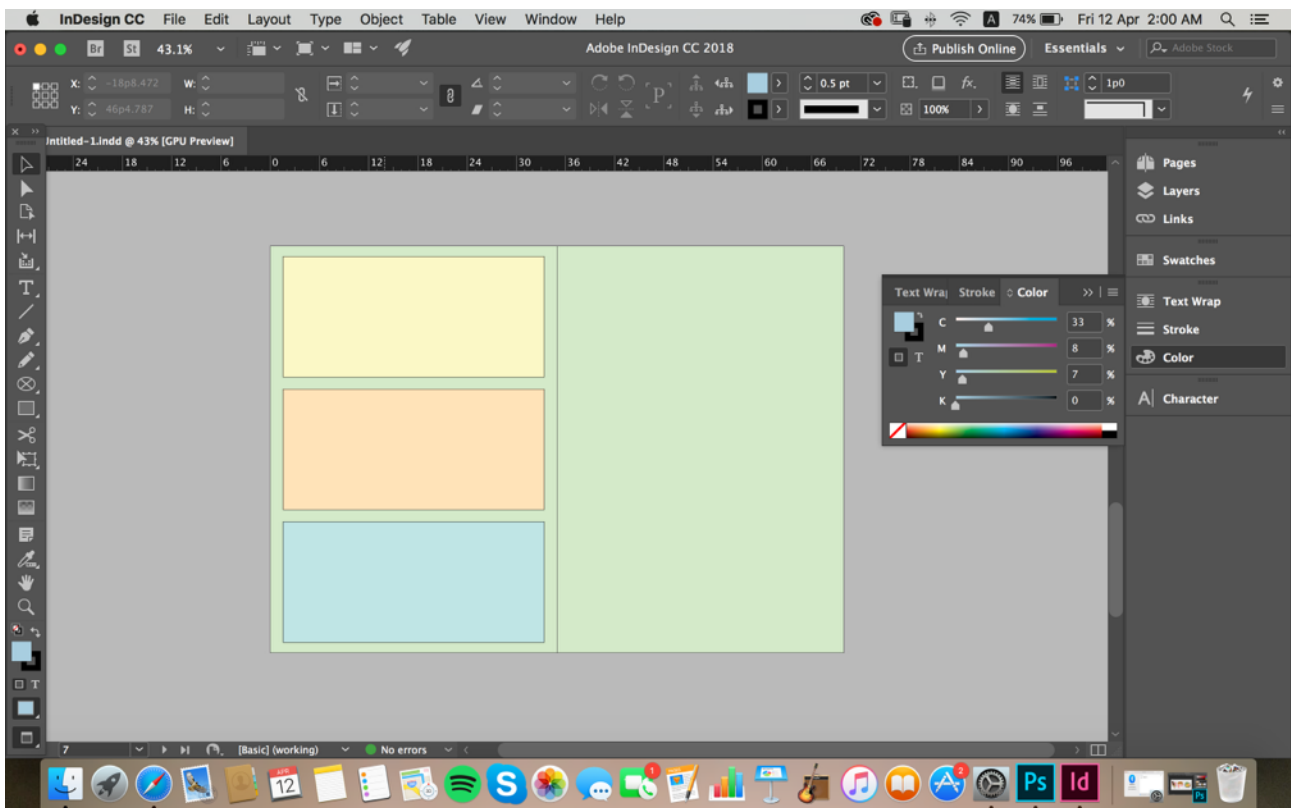
##### **Zine: *Locale***

##### **Creation of Zine**

Location chosen: **Sentosa**

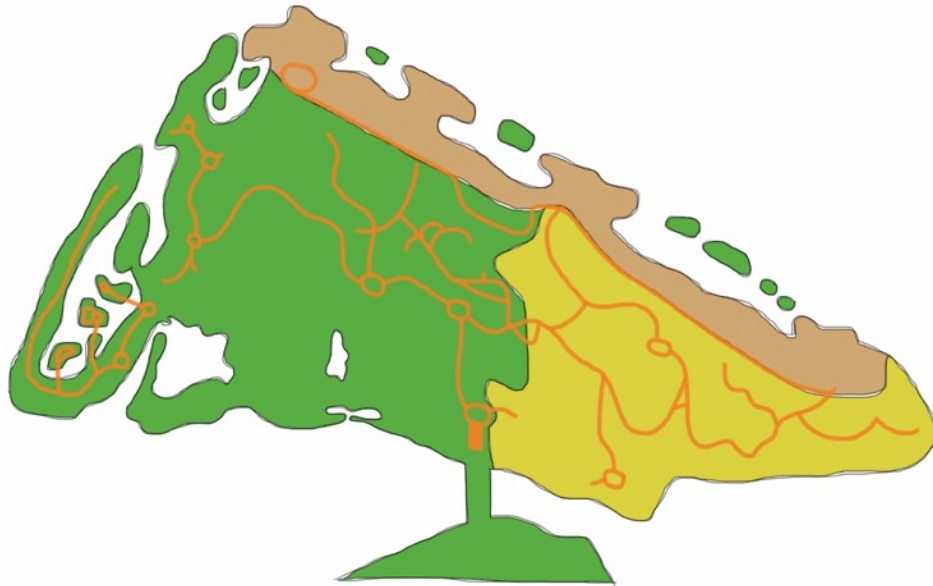
#### **PROCESS (Continued)**

For the activity page, I drew rectangular boxes for the sticker sheets first, and coloured in the rectangles the respective colours each category's background was for the respective spread. (Eat - yellow, Play - Orange and Transport - blue)

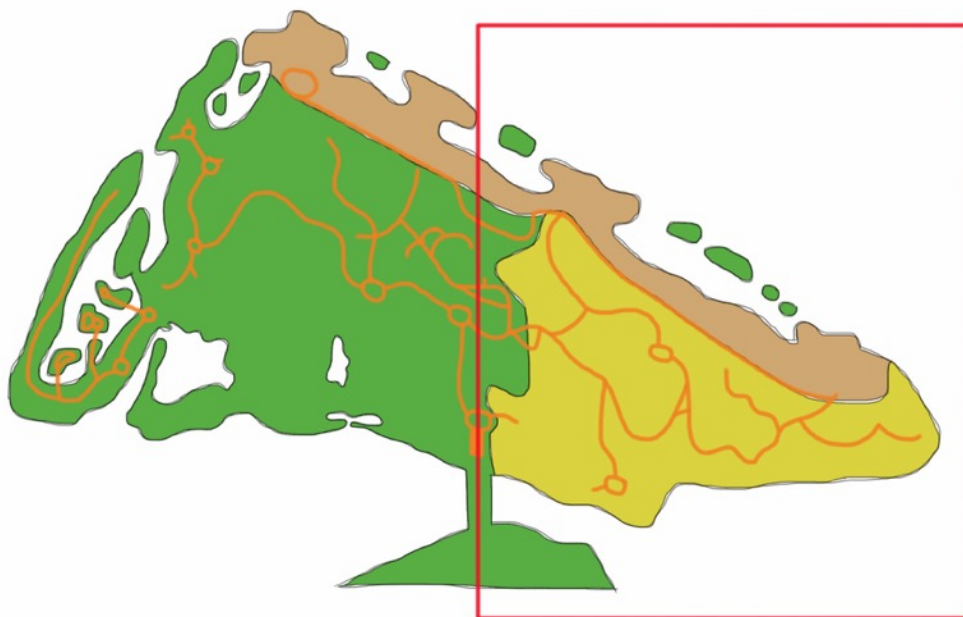


There after, I arranged the illustrations for the respective categories in the boxes. For page 7, which is the activity page, I draw up spaces for the visitors to place the stickers in, as a way for them to record their journey during their day at Sentosa.

For page 8, which was the back cover and also the page I wanted to include the map, I initially wanted to include the map of the entire Sentosa and place the transport icons accordingly while placing some famous landmarks in the map as well as. However, as there is only half a page to fit the map of the entire island in, the map was little small on the page and when icons are placed into the map, the icons would look very small.

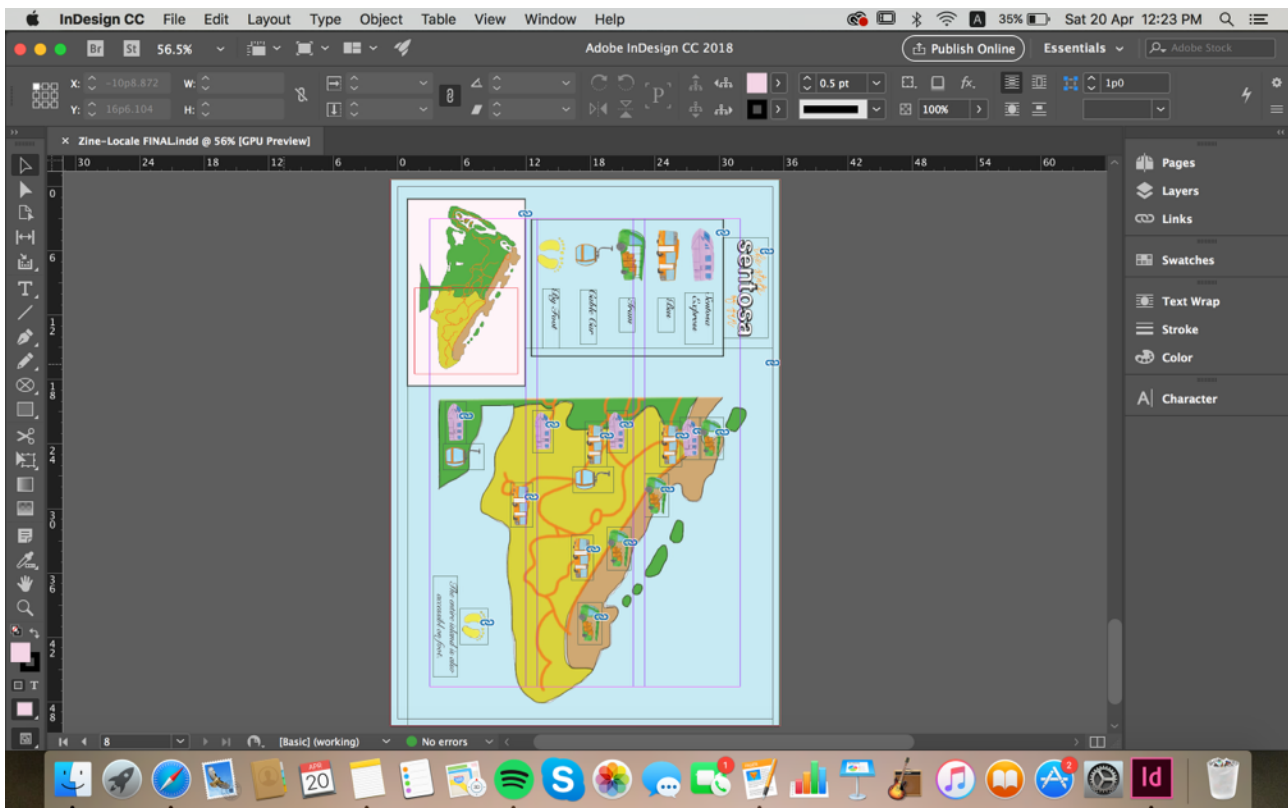


During consult, I raised this concern and Joy suggested that I zoom in to a particular part of the map and work on that area instead, while still having the entire map at the side as a smaller icons. Hence, I decided to choose to exclude the green part of the map drawn above as the green part denotes Sentosa Cove, a residential area that was largely inaccessible to the public. Hence, I zoomed in on the part where most activity happen in Sentosa.



The icons were then arranged on the map and although still a little small, was better than when the full map was used. I also omitted the landmarks as I thought it was less important than the transport options and at the same time I didn't want the spread to be too crowded.

I then added a legend to the side for clearer understanding of the icons.



Initially, the background of my cover was just a solid colour with the name of the island and the Merlion on it.



However, I felt like the style of the cover didn't really fit the rest of the pages as the rest of the spreads had a lot of polygons in the background, and I also felt that the current cover was too plain, especially if I wanted to convey the idea of fun. Hence, I drew in squares in the background and mimicked the look of confetti in the background to stimulate the idea and feeling of fun. I also filled in the squares with the rest of the 6 colours I chose so there was a more consistent colour scheme for the zine.

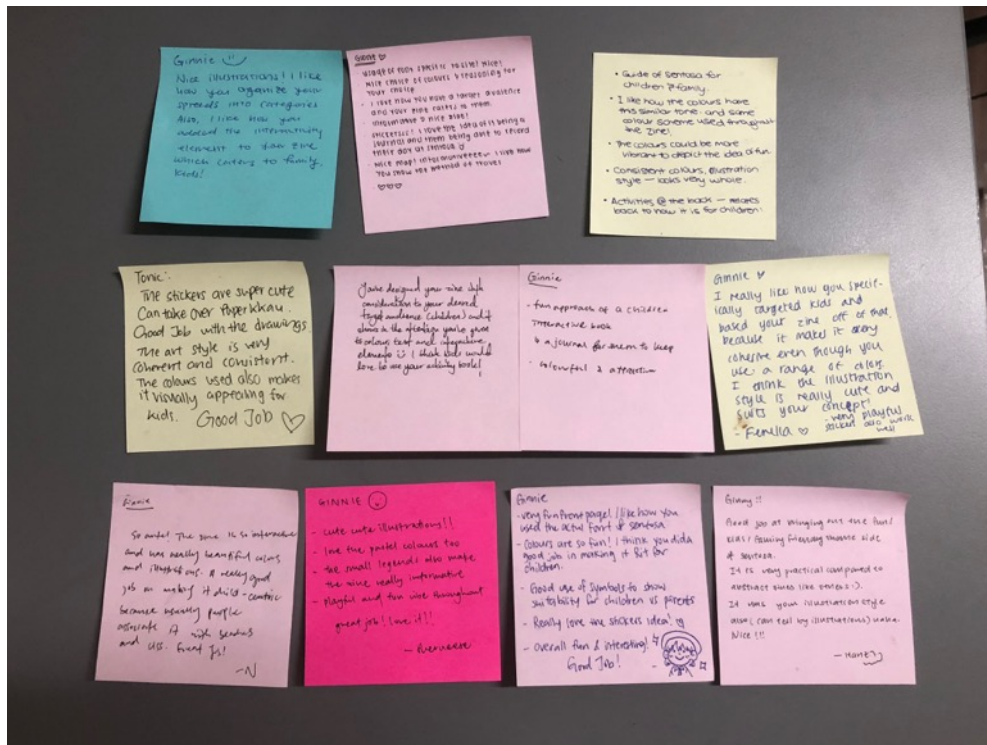


Hence, throughout the zine, in effort to portray fun while trying to follow the same theme throughout the zine, I used the same 6 colours for the background, included background shapes in the background, and kept to the same style of illustrations throughout.

---

## FEEDBACK

Below attached are the post-its written by my classmates after crit in class.



Joy has also given some comment on the interactivity of the booklet. The activity page currently acts as a sticker page in which visitors can choose the places they've visited and stick in in the respective boxes. However, what I failed to consider was that this activity was also doable at home or somewhere else, and it is not necessarily an activity that has to be done on-site. The activity would have more meaning if it is something the children / families have to find on-site while on the trip itself.

## REFLECTIONS

This project was a long project that lasted for more than half the semester from research to the actualisation of the zine itself. As I didn't have much art background when I joined the school, I was not familiar with both photoshop and InDesign, but especially InDesign as it was a totally new software that I had to start learning how to use.

However, the process of learning InDesign was fun, as we had a workshop conducted for us to pick up the more important and needed skills for us to complete the project. At the same time, I learnt as I progressed, understanding the controls for the software better as I trailed and error while designing the spreads.

During consults, Joy would also help me with some of my questions regarding the software and I would also learn from there.

I've learnt a lot during the process of this project and also had a lot of fun designing the spreads. Although using a whole new software was intimidating at first, it slowly got more fun as I adapted and learnt along the way.

I've also realised that some ideas look better in my head and didn't achieve the effect I wanted during the actualisation of the spread, and hence it is important to trial and test the ideas out.

---