Creative Covers Peer Critique

Name: Ashton Lyon

Please choose at least 3 creative covers created by you classmates and answer the questions using complete sentences. Go to our google classroom>website spreadsheet> view at least 5 and pick the top 3.

1. Artist: Eli Loomis

1. Why did you choose this artist?

    I noticed he was finished, and his cover looked nice.

2. What kind of work did they do? Book cover, poster, cd cover   (media choice, subject, project type)

    I believe they did a CD cover, but it doesn't say for sure.

3. What do you think their objective of communication is?

    The objective of their communication is to interest people in the CD, and possibly give an idea of what the CD could be about.

4. How did they organize their artwork? (what elements & principles did they use?)

    They incorporated different layers of the Colorado flag, some mountains, and the silhouettes of people skiing in the art, all combined to make a scene. There is a title on top of "Ski Day".

5. What do you like about their creative cover?

    I like how accurate the outline of the people are, it is easy to tell what they are doing and fits well with the title Ski Day.

6. What feedback do you have for them? (any sort of improvements or suggestions)

    To improve this artwork, it would be good to clear up which media this is, and also to make the skiers and the flag match together a little better. I'm not sure if the flag is a picture not, but if it is, it should be created by hand to match the style of the artwork.

2. Artist: Anthony Cashman-Cook

1. Why did you choose this artist?

    This was also one of the few people who were done, but I remember one of his projects from before and it was pretty funny.

2. What kind of work did they do? Book cover, poster, cd cover   (media choice, subject, project type)

    He did an advertisement it looks like, but I can't tell for sure. It is digital with some pictures of technology and some people using it.

3. What do you think their objective of communication is?

Looking at the text, it seems that they want to communicate that video games are in fact social unlike some people may think.

4. How did they organize their artwork? (what elements & principles did they use?)

They have a scene with a TV and people playing games on it, looking from the perspective of one of the players or being behind the players. The text is balanced nicely on both sides and it is good that they split it up.

5. What do you like about their creative cover?

I like how professional it looks and is very straight forward to look at. Nothing is obtrusive or distracting.

6. What feedback do you have for them? (any sort of improvements or suggestions)

I think that some of the pictures should be replaced with art that was made by hand, such as the scene on the TV or the controllers that people were holding.

3. Artist: Georgia Domago

1. Why did you choose this artist?

She was finished and her book cover was really interesting looking.

2. What kind of work did they do? Book cover, poster, cd cover   (media choice, subject, project type)

She did a book cover, a mix of picture and digital drawing. The picture and drawing split right down the middle of her face.

3. What do you think their objective of communication is?

I think that this book cover could be implying that someone has two sides to themselves, and the green 1's and 0's make it look like a hacker almost. It shows the real side of a person against their digital side.

4. How did they organize their artwork? (what elements & principles did they use?)

The left half of her face is a picture, and then right down the middle, it changes to digital drawing. This is really cool to see but I can't quite tell what certain things are in the picture.

5. What do you like about their creative cover?

I like how the cover could really easily relate to a story it might be on, and could fit very well.

6. What feedback do you have for them? (any sort of improvements or suggestions)

I would suggest being more precise with the digital drawings to improve clarity of what some things are. It could be an arm, or something else, I'm not sure.