Design Project 2
Erin Gunter
MIT 511
October 19, 2008

A Literary Guide to The Legend of Sleepy Hollow

Conceptual Design

When I started this assignment, I wanted to make a DVD cover that would motivate the learner to want to use the DVD inside. I knew that I wanted to use multiple layers because I wanted to learn how to blend photographs so that they looked like they fit together without appearing to be just thrown together in a Paintnet document. I know from experience that we are not supposed to judge a book by its cover, but in life people often judge materials by their front covers. For that reason, I tried to make this DVD look similar to a graphic novel that was drawn by my uncle Bo Hampton. A graphic novel is a type of comic book that has a beginning, middle, and an end. Given the theme and the genre of the short story, it was important to include images that look hauntingly supernatural. In order to do this, I chose to use images from the graphic novel so that contiguity would exist between the images inside the graphic novel and the cover of this literary guide.

A Literary Guide to the Legend of Sleepy Hollow is designed for young readers and writers. The age level would be fourth grade students to middle school students. The literary guide dvd will help learners think about the story using critical thinking skills. It will also be designed so that the dvd could help to assess what learners have learned from reading the book.

The story written by Washington Irving utilizes a literary technique known as gaps in the narrative. This technique is good for the learner because it requires the learner to use their imagination. For example, there is an attack on Ichabod Crane at the climax of the story as the Headless Horseman throws a head at Ichabod as he is trying to escape. Then the story continues without explaining what exactly happened to Ichabod. This gap in the narrative will be addressed in the literary guide because it contributes to the spookiness of the story. The guide will also introduce an activity that will help assess whether or not the students have learned how to utilize the gaps in a narrative technique.

Design Principles

BIAS AND/OR CULTURE: This document is free of bias. This dvd is going to be used in classrooms to help students understand the Sleepy Hollow story.
CLARITY: In order to make it clear what this dvd was about, I made sure to say in the title that this was an instructional dvd. I did not want someone picking it up and thinking it was the movie.
COLOR: I used the color blue to give the dvd cover a creepy and foggy appearance. I did not want to use the color black because that would have been boring. Then I selected shades of grey and black to continue with the color scheme. Lastly, I added the title and I chose, a complementary color to blue, orange.

CONTENT: All the images used to create this dvd cover are relevant to the story. Washington Irving's *The Legend of Sleepy Hollow*, is a very commonly read story.

DESIGN PRINCIPLES:

- Contrast: The title contrasts with the background colors.
- Alignment:I aligned the house image so that it would seem like the road in the forest led into the town of Sleepy Hollow. I also tried to align my other images so that it would seem like the town was far away from the bridge.
- Repetition: the repetition used on this dvd cover was the use of the color blue. All the original images were shades of green. I wanted to make sure that the blue color was repeated so that the dvd cover would be more consistent.
- Proximity: All the images are proximal to one another because they are necessary to make an overall cover that depicts the setting of the movie.

LAYOUT DESIGN: For this layout, I wanted to depict the setting of the book. That is why it is important to show that the town is through the forest and after an old wooden bridge. I also wanted to make sure that it was obvious that the headless horseman was on one side of the bridge and the town on the other.

LEGIBILITY FOR USE: It is easy to see from the cover what this dvd is going to be used for in the classrooms. I made sure to use a detailed title.

REALISM: For this project, I tried to find images that were accurate and appropriate for this dvd cover. It was important to make the dvd cover time period appropriate.

TYPOGRAPHY: I picked a font that seemed creepy and handwritten. This story is set back in time when typing was not an option. So, I thought the handwritten style of this font fit the dvd cover. Also, this is a horror and suspense book. That is why I chose the chiller font. Also, I chose the color orange for the font because it is complementary to the blue in the majority of the background on the dvd cover.

VISUALS: For this project, I used images from the web and a graphic novel that was drawn by one of my uncles. I picked images that would help to convey the setting of the dvd.

MOTIVATION: I think that this cover is motivating for students. The images chosen were done so that teachers and students alike would be interested to see how this dvd could be instructional. The images are creepy enough that they would attract the students that enjoy reading this genre.

Tools Used

Paint Bucket – I used this to fill colors so that after using the eyedropper I could have similar colors on multiple images. This was to provide repetition of color on this dvd design.

Paint Brush – I used this tool to make minor image adjustments. I also painted shadows on the ground in front of the house.

Eye Dropper – This tool was used to select colors that were similar from one graphic to the other. I would then use the color selected by the eye dropper to make the colors more uniform on the cover.

Eraser – I used this tool to get rid of portions of my images when they looked too square. I also used the eraser to crop images.

Pencil – I used this tool for making small shadows on the ground in front of the house.

Rectangle Select - This was used to select parts of images to copy and paste. I also used it as an editing tool to delete parts of the images that I did not want in my final design.

Circle Select – This was used to select parts of images to copy and paste. I also used it as an editing tool to delete parts of the images that I did not want in my final design.

Lasso Select – This was used to edit the images so that I could make them blend together. I also used this one to get rid of parts of the images that were unnecessary or did not fit with my layout design.
Text - This was used to put in the title of the instructional dvd.
Zoom – I used this tool so that I could get closer to the picture to make minor adjustments.
Pointer Tools – To move selected pixels, or move selection. Also, used this tool to scale and rotate pixels.
Pan – I used this tool to change the size of the images once they were on the layers.

Techniques Used

Altering the Hue/Saturation/Lightness of the Images – I used this technique to change the color of the grass on my images. The original images had a bright green grass. I wanted the grass to look blue like it was nighttime and so that it would seem spooky.
Import files – I used this technique to import images into different layers.
Layers – I used different layers so that I could alter the images individually. Then I could put them on top of one another to get the finished product.
Crop to selection – I used this technique to edit my images. Some of my images had extraneous parts and I found this technique to be useful.
Effects (Render Clouds) – I used this to provide a background for behind my house. That way it would look eerie.
Flip Horizontal – this technique helped me be able to place the horseman in front of the bridge. Otherwise it would have been facing the wrong way.
Copy and Paste – this technique was used to fill in the gaps. I needed to have some trees to reach down towards my headless horseman and I used the copy and paste technique so that the tree would be identical.
Resize Images – This helped to get my images to fit the canvas size.
Canvas Size – I used this technique to determine the size of my finished design.
Blur (Fragment) – I used this technique to blur the line between the town and the road in the forest.
Adjustment (Levels) – I used this technique so that the sky above the house was similar in color to the sky around the base of the house.