

# Playing Cards

worth 25% of final grade



## Directions:

Design a deck of cards and a box case. Playing cards are produced on heavy paper and laminated to protect the surface. A deck consists of four suits (clubs, spades, hearts, and diamonds) ordered as ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and two jokers.

You need not make all 54 cards. The project can act as a proposal for what an entire deck would look like. As a minimum, the project must include one full suit and one example of a suit for each card increment. For example, you might have all four aces, and a single card of one suit representing the 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, and joker.

Clear information must be presented on one side of the card and a decorative pattern on the other side. If desired, the card(s) can be read in two directions, by turning them upsidedown. No text is permissible. The deck must be functional for playing – cards are legible when held in a fan, and card backs look identical. A box must be made to hold the cards.

A good design shows some forms of cohesion. Consider repeating elements throughout the suit and showing relationships between the front and back sides. Designs on the box and the cards should relate. An overarching theme should be present that connects all of the cards – perhaps it's as basic as textures and shapes or perhaps it's more conceptual with recognizable imagery.

Traditional symbols for the suits may be substituted with thematic symbols of your choice. The traditional hierarchy of the cards may play into your

theme -- royalty cards have more value than numbered cards -- perhaps your visuals can play into this hierarchy.

Craftsmanship counts, so consider the style and technique carefully. You may draw or paint your designs, but be sure to create your own imagery. Use any media such as marker, colored pencils, watercolor, gouache, acrylic, or a mixture of these. Avoid glitter and avoid oil paint. Students from previous semesters recommended a couple different lamination services: (1) Valdosta's Office Max or (2) the VSU Library's Media Center.

Use the following websites for inspiration:

<http://www.pagat.com/ipcs/history.html>

<http://www.wopc.co.uk>

<http://www.creativepro.com/article/heavy-metal-madness-it-s-all-in-the-cards>

## Objectives:

\* To develop designs that are creative and cohesive.

\* To expand a style or motif so that it can be incorporated into many designs.

\*To create a high degree of craftsmanship that provides a functional and compelling product.

Example from Scott Betz's Design Class at Weber State in Ogden, Utah.

