



































In "the pitch" I primarily used the design elements of value and line in order to create a sense of movement. Whereas for "the star" I primarily used shape, texture and color to give a sense of contrast. For both the entire picture plane is utilized. In "the pitch" there are many spots of white negative space, but these have been used to create a contrast against the lines and shapes. In "the star" the entire picture plane is taken up with textures. In "the pitch", the composition is deliberately unbalanced and asymmetrical to give a sense of movement and perspective. The visual weight is always on the ball. With two exceptions, in "the star" the composition is always symmetrical. The visual weight is always on the star. For the pitch, the visual flow is using lines to lead the eye down to the ball, and then pointing to the direction of the batter. The only constant in the images is the ball, so you are searching for it every time. With "the star", the titular star shape is repeated every time and usually in the same location, so your eyes naturally rest on it each time. The primary focal point of "the pitch" is always the ball and adheres to the rule of thirds, whereas the star deliberately breaks the rule of thirds for most of its panels to have the star shape front and center to create a sense of contrast. Both zines use scale as a way to give a sense of place. "the pitch" is achromatic, but "the star" uses intentional contrast between complementary colors.

The concept of the designs were both pretty simple. "The pitch" started off with the idea of how to tell a story about a shape, and the shape that our society tells stories about the most instantly came to mind: the ball. I decided a baseball pitch and a person hitting the bat would be the best way to tell this story, and the concept of using lines to convey movement and perspective came from there. "The star" meanwhile was inspired by the double meaning of the word "star", both as a sun and also a shape that looks nothing like a sun. This contrast seemed fun, so the whole piece revolved around the contrast of an unnatural shape against natural textures, and the concept of the light from the sun helping a flower grow came from there. I would say that both designs do actually convey my intended meaning and are relatively successful.