

## Cover Page

This part of my project looks at the design and development of my Cover Page, for my Interactive Storybook. Below is the image, and around it will be annotations and explanations, explaining why I have made these decisions, what the image is there for, and how the image adds atmosphere to the page.

My Cover Page was designed around the same idea as the Contents Page was. As both pages were the first two pages seen by the audience, I decided that they need to have common similarities and link to each other using these. So I based my Cover Page around the same, "Sword in the Stone" theme. Except, this time, the book would be closed, and only the front cover would be visible to the audience. Making the two pages link to each other, with similarities.

Below is the hand drawn design.

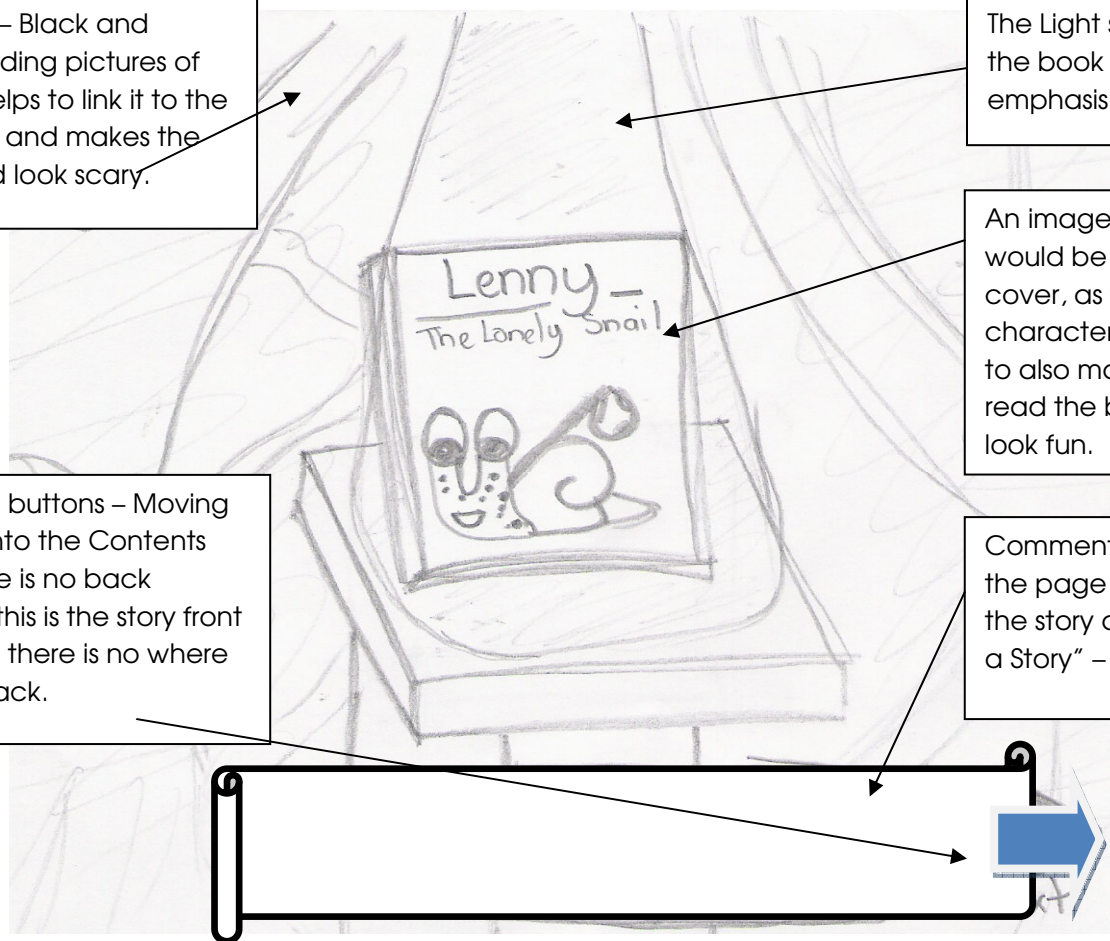
Dark Wood – Black and Brown, including pictures of trees. This helps to link it to the Dark Wood, and makes the background look scary.

The Light shining down onto the book gives the book more emphasis and expression.

An image of Lenny the Snail would be placed on the book cover, as to introduce the character to the reader, but to also make them want to read the book, by making it look fun.

Navigation buttons – Moving Forward onto the Contents Page. There is no back button, as this is the story front cover, and there is no where to move back.

Commentary Bar – This will link the page of the Contents to the story and will say, "Tell me a Story" – The title of this Unit.



The front cover of the Book would display the Title and the Tag line of the book, "Lenny, The Lonely Snail". This would tell the audience what the book is about, and give them an idea, as to what content would be in the book. Underneath this Header, would be a picture of Lenny, holding a pack on the end of a stick. This would suggest to the audience, that Lenny was moving away from home, and would give them an idea, as to what contents would be in the book. The

background would be the same as the Contents Page background, as the image is exactly the same, except for the book placed on the Stone Pillar. Meaning that the final production of the Cover Page would be easier to produce, as I would only need to change the book image. The reason I have chosen this layout, is to create a sense of curiosity in the audience/viewer, and make them want to read/ watch the storybook. Making it look inviting, entertaining, attractive, eye catching, friendly and appealing. This front cover was designed to attract attention and make the viewer want to read the book.

I briefly showed this design to James, my Test Buddy, he said that it looked inviting, friendly and attractive. The design does catch the attention of the audience and works effectively. He said that it looked to be a good design, and should be extremely effective when produced.