Graphic Design 2 - Course Syllabus

Mrs. Granberg - Room 2110 (Periods 4-7)

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Nest time on Wednesdays only. Tuesday during Nest Mrs. Granberg can be found in room 2410.

Access the Graphic Design folder on the student server: \\ihssvrstu

Learning Recommendations: Graphic Design 1. In order to be successful, completing Graphic Design 1 with an A or B is recommended. Students taking this course should be competent using the pen tool in Illustrator, as well as the use of gradients, transparencies, fill/stroke, font manipulation, and effects. They should also be competent with layers masks in Photoshop in addition to transforming layers, using adjustments, using filters, and blending images.

General Description: In an environment much like a professional production studio, students will use Adobe Photoshop, InDesign, and Illustrator as image manipulation and design tools to create print media. The class is divided into design teams, each of which will compete for print media jobs as needed for the school. Students will also complete scenario projects for class in order to learn about the elements of design. Product output includes screen printing a T-shirt, making a wood print, creating and printing a vinyl sticker, and making buttons.

Homework/Extra time on projects: This class does not have assigned homework. However, some students need extra work time for the in-class projects and will come Wednesday mornings, occasional Mondays after school, or during Wednesday Nest time. Do not ask about staying after school other days besides Mondays.

CTE Dual Credit Eligible: See the Graphic Design 1 Syllabus on Mrs. Granberg's website for instructions. Students must register for CTE Dual Credit (Tech Prep) credit while they are enrolled in the high school program.

Course Objectives:

Students will

•   Demonstrate advanced operation of the following tools in raster-based image software (Photoshop): toolbox, menus, toolbars and panels, preferences, and work areas.

•   Use Adobe Photoshop or similar software to perform the following tasks: image cropping, image tonal and contrast correction, combining two or more images into one finished image, transferring of images between two dissimilar file formats, masking portion of an image, using image filters to create desired effects, and using masks and layers.

•   Demonstrate advanced operation of the following tool in a vector-based image using Adobe Illustrator or similar software: toolbox, menu bar, toolbars and panels, preferences, and work areas.

•   Use Adobe Illustrator or similar software to perform the following tasks: drawing complex shapes, creating and using RGB color, creating and manipulating Bezier curves, grouping images, using gradients to create dimension, recognizing tonal changes and shapes to create depth, using transparencies, using stylistic enhancements to create graphically interesting text, using image filters to create desired effects, and using layers.

•   List the advantages and disadvantages of both raster and vector images.

•   Combine images of various formats to create a complex, layered design.

•   Define, explain and effectively use elements and principles of design.

•   Understand and effectively use type as a design element.

•   Recognize the attributes of typography.

•   Explain the ethical and legal implication of copyright, image ownership, and manipulation which outlines the responsibilities for the acquisition, modification, and use of internet images.

•   Prepare a color image document for printing on a desktop-style printer, including printer selection and use.

•   Prepare a color image document for export to service a bureau for printing.

- Export a finished digital image into a product created by another software application.

- Identify attributes of major design movements.

Content:

1. Design Teams:

   Marketing your team: name, logo, advertisement, bio sheet

   Projects for the school, such as play bills, ID card, planner cover

   Portfolio

2. Elements of Design: contrast, repetition, alignment, proximity

3. Positive and Negative Space: typography and alphabet projects

4. Printmaking and button making

5. Design Movements (i.e. Art Nouveau, Impressionism)

6. Posters, shirts, and other media for clients

Grading:

Projects: 90%

- After a grace window of 1 week, each day an assignment is late it will lose 10% credit.

- Projects due within the last week of each quarter have no grace period and are due on the date assigned. No late work will be graded the week of finals.

- Work is not considered turned in until files are received in the Turn In folder.

- Each project involves a planning sheet, which each student must physically turn in for points.

Final Exam: 10%

Classroom rules:

- Absolutely no food or drink, including water, in the lab.

- Students may only use the computer for Graphic Design 2 work. Students MAY NOT use the computer for playing music, checking e-mail, or "surfing the net." Also, students may not do other classes' work without permission.

- Respect yourself, others, and property. If you break a piece of equipment you must pay its value to the bookkeeper

- Be on time. You will be marked late if you arrive after the start time for the period, or if you leave before the bell. If you are gone for more than 10 minutes at any time during the period you will be marked tardy.

Academic Dishonesty

Work together to learn, but do and take credit for your own work. Please refer to Student Conduct Expectations in the Student Handbook for further information regarding consequences/violations for 1st and 2nd offenses. Students will receive a Failing grade or possibly a 0 on the assignment/test/project and parent will be notified.

Cell Phones

It is the expectation that time in class is set aside for learning and participating with minimal distraction. In order for this to happen, please put cell phones and other electronic devices and their accessories (i.e. earbuds) on silent and in your backpack or bag for the class period, unless otherwise instructed. You may only use headphones for music with specific permission to do so. IF the teacher has allowed you to listen to music on headphones it must be quiet enough to still hear the teacher addressing you or the class as a whole.

Be H.E.R.E.
- Honest - Engaged - Respectful - Empathetic

There is a $10.00 materials fee for this course. This fee will go towards the printing costs of your projects that you will be taking home.