Graphic Design and Illustration

Course Description

Careers in graphic design and illustration span all aspects of the advertising and visual communications industries. Within this context, in addition to developing knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications career cluster, students will be expected to develop an understanding of the industry with a focus on fundamental elements and principles of visual art and design.

Course Objectives

1. To familiarize the student with basic principles and fundamentals in visual art and design.
2. To develop basic skills using tools and theory used in design process.
3. To understand the creative process, develop techniques and methods of creative problem solving.
4. To introduce terminology necessary to communicate concepts and theory in art and design.
5. To create computer-based projects using various software programs.

Course Information

The scope and sequence of this course will be developed around the TEKS for this course. The TEKS for Graphic Design and Illustration can be found at http://ritter.tea.state.tx.us/rules/tac/chapter130/ch130c.html#130.88

Course Sequence

1st Grading Period	History of Graphic Design, Copyright & Ethics, and Intro to Adobe Photoshop
2nd Grading Period	Elements of Art, Principals of Art/Design, Perspective Drawing, and Figure Drawing
3rd Grading Period	Learning Adobe Illustrator
4th Grading Period	Printing Concepts and Learning Adobe InDesign & Microsoft Publisher

Software Titles

Some of the software titles we will use are listed below. Other titles could be added later.

- Adobe Photoshop CC
- Adobe Illustrator CC
- Adobe InDesign CC

Grading Policy

A minimum of 9 grades will be taken from the following areas each grading period. Semester tests count at 10% of semester grade.

Daily work/Participation 80%
Tests/Major Projects 20%

Supply List

- Pencils or pens

Homework

Homework is due by the assigned date. Late work will be accepted with a ten-point penalty.

Make-Up Work

Students will have one extra day to turn in make-up work for each day absent. Students may have to make special arrangements to use the computer lab if a particular software is necessary for the assignment.

Tutorials

Wednesday 7:25 – 7:50 a.m.
Thursday 7:25 – 7:50 a.m.
Tuesday 3:45 – 4:15 p.m.

Google Classroom Code: The code will be given during class.

Contact Information

jole.wolf@tiogaisd.net
940.202.2536
Conference: 3:00 – 3:45 p.m.

Rules

1. No food in the classroom.
2. Water in a clear container with a lid permitted.
3. Bring required supplies to class everyday.
4. Class begins immediately after the tardy bell. Be seated and ready to begin.
5. Students will not adjust chairs, thermostats, or anything else in the classroom unless directed to do so by the teacher.
6. All vandalism is prohibited.
7. Students must have a hall pass when leaving the room.
8. Your computer monitor must be viewable from the back of the room.
9. Be respectful of me and the other students.
10. Keep the classroom neat and clean. Pick up after yourself.
11. Class is not over until dismissed by the teacher.
12. Stay seated until dismissed.

Consequences

Consequences for disobeying classroom rules may be any of the following:

❖ Students may be required to complete additional assignments.
❖ Students may be required to attend detention.
❖ Students may have their computer privileges revoked. During revocation, any assignments requiring school computer use will result in a zero for that assignment.
❖ Students may be sent to the principal's office for additional disciplinary action.

Please keep absences to a minimum. Arranging make-up time in the lab can prove difficult.