I. Course Description

Graphic Design I introduces students to basic graphic communication processes. Students will use desktop publishing, image generation, and image manipulation software to design and reproduce graphic projects. In addition, students will gain knowledge and skills using digital images and digital photography, as well as develop fundamental design principles. Students will also be introduced to the screen printing process. They will design and screen their own designs on both paper and cloth. The software that will be used is the Adobe Creative Suite, version CS 6, which includes Photoshop, and Illustrator.

This course is a hands-on course in which tools and machines will be used to create potential solutions to problems. Safety is the number one priority. Students will be expected to "get their hands dirty" throughout the year. Student success in this course is directly related to the amount of student partici-pation.

II. Course Goals

A. The student will become familiar with the proper technology lab procedures, and the correct and safe use of materials and equipment.
B. The student will be able to compare and contrast the terms print and electronic media, and explain how they are interrelated yet different.
C. The student will be able to describe and apply the problem solving/design loop.
D. The student will be able to explain the importance of, and be able to develop, documentation of the problem solving process.
E. The student will be able to define, describe, and use the Elements of Design.
F. The student will be able to define, describe, and use the Principles of Design.

III. Learning Activities

A. Idiom Project	D. Clip Art Manipulation
B. Record Mogul Project	E. Image Manipulation
1. Your Label Logo	F. Menu Redesign
2. CD Album Redesign	G. 1 color screen printing
3. Lyrics Assignment	H. 2 color screen printing
C. Pen Tool (Image Duplication) Project	I. Postcard

IV. Grading Policy

A. Projects - 70%
B. Participation and Attitude - 20% - You will be given a weekly class participation grade (based on 5 points). If you attend class, do the work I ask you to do, when I ask you to do it, you will have no problem getting the full amount of points for this category.
C. Tests and Quizzes - 10% - In the event that there are no tests or quizzes given in a marking period, which is a distinct possibility, the projects will account for 80% of your grade.

V. Class Expectations/Procedures

      A. Respect each other.
      B. Respect me.
      C. Respect the equipment/facilities.
      D. Failure to meet these expectations will result in any or all of the following consequences:
            1. Disciplinary action through the appropriate grade-level office.
            2. Being held responsible for repairing the damage caused (i.e. paying for the repair of an abused keyboard).
            3. Removal from the class with an automatic F for the year.

VI. Downloading of software that is not already installed by the IT Staff.

      A. These pieces of software include, but are not limited to:
            1. Google Chrome
            2. Firefox
            3. Any other web browser that is not Internet Explorer
            4. Software to bypass the District's installed web filtering.
            5. Software to stream music and/or videos (i.e. Spotify)
            6. Use of Proxy Servers

*** If found using any of the above mentioned items, or something that fits into one of those categories, the issue will be immediately turned over to the IT department, and the appropriate grade level office for disciplinary action. ***

      B. Use of external storage devices
            1. Can be used to back up work for my class ONLY. This is not only acceptable, but recommended by the IT Staff. If you choose to purchase one, get the largest size possible. When we start working on your electronic portfolio, the file size of the Photoshop documents will get extremely large.