

Digital Design II / III /IV

		Description of Average 9 weeks Requirements
Main Topics Imagine seeing the world without words or images. Everything you see has been carefully designed to inform, persuade or even entertain you. Graphic design is the process of organizing and composing words and images to create a message. The purpose of Advanced Digital Design courses (II/III/IV) is to give you the graphic design tools needed to find your (artistic) “Voice” to convey your own message. In these engaging advanced courses you will gain an understanding of technical devices for digital production of graphic designs. Students will learn digital design concepts through the use of graphic, multimedia, and animation design software programs and hardware. This program offers a broad foundation of knowledge and skills to prepare students for employment in a digital publishing career. Students will gain skills needed for success in poster/fliers and package design, Web animation and multimedia design, 3-D product and brand design. In these courses, you will be the top designers and will be in charge of running a full t-shirt print shop right in our classroom. Students will be able to design the product, prepare the product and then print the custom t-shirts, hoodies, etc. for clubs, sports, gifts, and businesses.	Rationale The Digital Design program makes it possible for highly motivated high school students to develop skills required for careers in the digital publishing industry. Students will participate in work-based learning experiences in a digital publishing environment. Students have an opportunity to test their leadership skills by becoming project managers over major production jobs. The content for these courses include the use of a variety of digital software programs as well as equipment to perform digital publishing and digital imaging activities. Required Skills (What skills are necessary to be successful in this course?) In order to be successful, each course must be taken in following sequence: Digital Design I / II/ III /IV. The elements of art and the principles of design will be utilized throughout each course to aid in solving specific art problems. Skill Development <i>Projects will include but will not be limited to:</i> • Computer Drawing and Painting projects: (sample project: still life, paintings, abstract designs and patterns, cartoons, comic strips, tessellations, optical illusions, self-portrait projects, linear perspective city and bedroom installation) • 2-D Animation with sound (sample projects: cartoons, games, facial puns, multiple frame cartoons with original sounds, • 3-D Printing (2-D object designed in Sketchup and printed in 3-D out of PLA plastic using the Solidoddle and Makerbot printers) • Digital Video commercial, documentary, movie short, curriculum fair, music video) • Desktop publishing: (Layout) (sample projects: Web pages, Brochures, CD cover, t-shirts/buttons, product and package design, magazine cover, newsletter, book illustrations, self-portrait book, photo manipulation) • Multimedia: (incorporating: text, graphics, sound)(sample projects: animated Art History Lesson • Research/Careers: (Current Technology Events/Career)(sample projects: Newsletter highlighting technology/ art-related happenings, careers, visits from art colleges and universities, software/hardware products and other technology related subjects) • Computer Hardware: used in the class will include but will not be limited to: a state-of-the-art Mac lab (20in iMac Computers), Wacom Drawing tablets with wireless pens, Printers (Color and B/W Laser), Flatbed Scanners, Digital camera, and a Makerbot 3-D printer. • Computer Software: used in the class will include but will not be limited to industry-standard software applications: such as Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe Flash, Adobe DreamWeaver, MS Word, PowerPoint, iMovie, iTunes, iPhoto, Photo Booth, Garageband, Google Sketchup, and Safari • Other printing resources: - Sublimation equipment: License plates, dog tags, mugs, mouse pads - Silk-screening: 8 Head Press used to make custom t-shirts and hoodies.	•Students are to complete at least 2-3 major works per 9 wks. All projects created must start with a basic sketch and thoughts about the possible direction of the work. Many of the assignments you will work on in these advanced classes will be for use by the school administration, school clubs, and or local organizations in town. Tutorials from the classroom manuals listed below will be used to develop skills necessary to learn digital software programs in the CS Adobe suite. •Each students will be given a folder containing assignments and handouts given for the year. •Evaluations of final projects will be made by peers, teacher, and self-assessment rubrics •Students will not have homework but will need to study for one test/quiz each 9 weeks grading period. Test will consists of computer hardware, software and art vocabulary. Teaching Strategies: Lecture, hardware and software demonstrations, student networking, class discussions on current technology events, group critiques of artwork and student computer generated art.
Grade Composition • 20% - Tests/Quizzes - will be given with the introduction of each new art and design topic. The test will cover lectures, art/technology methods, techniques, vocabulary words, information from review handouts, and tutorials. • 10% Class Notes/Sketches/Research - will consist of written and illustrative notes during lectures each nine weeks. Students will create sketches of their designs before beginning every major project. In DD II/III, students will learn the history of silk screening, as well as, a font called Helvetica. They will also conduct research on graphic designers and compare and contrast software/hardware used in the industry. • 20% - Mini Lessons - will consist of preliminary drawings for projects and mini projects that build towards the major project. • 45% - Major projects - will consist of a final art/computer piece demonstrating the use of art/graphic methods taught during the nine weeks. • 5% - Critiques/Rubric/Reflective journal • 100 % Total		Textbook/Resources: Adobe Photoshop CS6 is an image-editing program that lets you create and modify digital images. 'CS' stands for Creative Suite, a complete design environment. The Adobe® Creative Suite consists of Adobe Photoshop®, Adobe Illustrator®, Adobe InDesign®, Adobe Bridge®, Adobe Flash®, and Adobe DreamWeaver, Adobe Acrobat® Professional. Online textbooks will be used for these Digital Design classes called MyGraphics lab. Each MyGraphicsLab course pairs content with the best-selling Classroom in a Book hands-on software training series developed by Adobe-approved training experts. •The eText is fully integrated into the course content with assigned readings and hands-on exercises for students to apply the knowledge they’ve gained. Students learn better when software tools are demonstrated in action. •MyGraphicsLab videos are part of the critically acclaimed Learn by Video training series that offers exceptional quality high-definition video tutorials to teach the most essential creative technologies. All videos are closed-captioned and downloadable project files are included so the students can follow along with what is being presented in each video. • Give your students practical and creative hands-on experience with our fresh and innovative projects. Each gradable project comes with step-by-step instructions and downloadable project files that reinforce software skills and techniques. Students can build their portfolios with finished files and you can utilize projects in class to demonstrate key techniques. • Student can track their progress with pre-built multiple-choice assessments that can be scheduled and configured to suit the needs of course content.

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