

Graphic Design I is an introductory computer based art course in basic visual communication. The class will cover graphic design skills using computer-imaging software such as Photoshop, Illustrator and In-Design. The areas of file formats, image creation, scanning, digital photography, presentation tools, data storage and file output (printing) will also be covered.

Programs Used:
 Adobe CS6 Photoshop
 Adobe CS6 Illustrator
 Adobe CS6 InDesign

Attendance: Attendance is very important and since our classes are 68 minutes in length, making up work is crucial. I have set up a Day 1 Wildcat period open studio for this class especially for those who need to make up work or for those who need extra assistance. I understand that you may be involved in many aspects of school life, but if you miss a class for any reason it is your responsibility to see me to make up what you missed.

Grading: If you expect an A for your time and effort, you must put forth the time and effort to achieve that goal. Don't expect an A if you are only putting forth C work.

- Assignment sketches
- Tests/Quizzes/ Homework
- Reflection/Evaluation/Rubric Sheets
- Spring Art Show
- Projects

Final Portfolio

POSSIBLE PROJECTS:

- Personal Newsletter
- Kaleidoscope
- Personal Notebook cover
- Photoshop manipulations and alterations
- Photomorph/Photomontage
- Self portrait
- Create a image within a word
- Name tag
- Emotion/action design
- T-Shirt Stencil design
- Theme calendar, flyers
- Digital portfolio



Syllabus

MOODLE:

<http://moodle.dallastown.k12.pa.us/course/view.php?id=160>

Dallastown High School Art Department

Teacher: Mr. T. Myers

Room:

209

Things to bring in:

- 1" - 3 Ring Binder (one with a plastic cover so you can insert your cover design)

(A) Superior work and outstanding graphic designer:

This designer is characterized by unusual effort and ability. This designer works willingly and effectively alone and in cooperative situations demonstrating initiative by doing additional work not required by the teacher. This designer completes mastery of all assignments on time. This designer is self directing, pursues excellence and demonstrates rapid and steady progress. Most of all, this designer contributes to the class by using these skills and talents to help others. This designer understands and uses the portfolio and sketches for self assessment to enrich his/her performance. This designer acts in a professional manner and needs no reminders about studio maintenance or behavior.

(B) Good work and good designer:

The good designer completes most of all assignments on time and in a reliable manner. This designer contributes positively to the class, demonstrates adequate preparation, is industrious and willing, masters assignments, follows instructions almost perfectly and demonstrates consistent progress while pursuing higher goals. This designer demonstrates good on task behavior and treats tools and material correctly and needs no reminders about clean up or studio maintenance. This designer understands and uses the portfolio and sketches for self assessment to evidence growth.

(C) Average work and average designer:

The average designer demonstrates mastery of a major portion of assigned work. This work is neat and sometimes completed on time. This designer has a good general knowledge, meets most requirements, follows directions fairly well and demonstrates an adequate understanding and use of portfolio and sketches and evidences a steady improvement. This designer needs occasional reminders about using time wisely, cleanup or studio maintenance.

(D) Doubtful work and characteristics:

The doubtful designer completes some requirements but demonstrates a lack of consistent improvement, evidences inconsistent work habits, partial preparation or irregular attendance. The designer requires frequent repetitions of basic instructions and demonstrates slight but noticeable improvement. This designer needs reminders about keeping tools, work areas, materials clean and orderly. This designer does not maintain the portfolio, sketches consistently or does not use time wisely, in and out of the classroom.

(E) Unacceptable work and failing characteristics:

This designer does not participate in or use the sketchbook and portfolio process including or not completing assignments. This designer wastes class time, disrupts class, cuts class, evidences crude or rude behaviors, and demonstrates a lack of respect for people and property. This designer may present a danger to fellow students by not following proper safety procedures. In the art room these characteristics are a liability and will result in a failure.