

Graphic Design & Illustration

Knowledge and skills applied throughout the semester:

- apply academic knowledge and skills in all projects
- apply safety regulations, both personal and classroom
- develop leadership characteristics
- apply technical skills for efficiency
- employ planning and time-management skills
- collaborate with team members
- critique products and process

<p>1st Six Weeks</p> <ul style="list-style-type: none"> • elements of design • principles of design • color theory • typography • vector graphics • Illustrator • perspective drawing • design tips and tricks 	<p>2nd Six Weeks</p> <ul style="list-style-type: none"> • drawing faces proportionally • cartoon characters • history of graphic design • designing for a purpose and audience • designing logos • bitmap graphics • basic photo corrections • Photoshop • ethics and copyright 	<p>3rd Six Weeks</p> <ul style="list-style-type: none"> • photo composition • digital photography • photoshop applications • design tips and tricks • designing animated GIFs • print design • layout projects in InDesign • design analysis
<p>4th Six Weeks</p> <ul style="list-style-type: none"> • advertising and propaganda • applying typography • applying color theory • applying design principles • from print to web • Flash • timeline • tools • shape tweens • motion tweens • building interactivity 	<p>5th Six Weeks</p> <ul style="list-style-type: none"> • controlling the timeline • guided motion • nested symbols • creating buttons • movie clips • integrating multiple software applications • animated cartoons • adding sound • building digital portfolios 	<p>6th Six Weeks</p> <ul style="list-style-type: none"> • designing in 3D • Google Sketchup • concepts • measurements • tools • components • arrays • completing digital portfolios