

## **Welcome to Graphic Design 2 at Davidson Fine Arts School**

*Instructor: Travis Wiggins*

*Assistant Instructor: Google.com*

### **Course Description:**

Graphic Design 2 is a class that continues to develop student design and technology skills. . Students will continue to learn new techniques and software that make visual communication easier and more effective. Students learn the formal design process by combining words, symbols, and images to create visual representation and messages. Students will implement the basic elements of art and principles of design using Adobe Photoshop, Illustrator, and Blender. Students entering this course should have previously taken Graphic Design 1 and hopefully a studio art course as well. This course will build upon previous knowledge and pick up with an expectation of intermediate knowledge of Illustrator, Photoshop and Blender.

### **Instructional Philosophy:**

This course is NOT like a lecture-based, or teacher-centered course. In order to gain new knowledge and achieve new goals, the majority of learning will be placed on your shoulders. This course's instruction is primarily delivered through hands-on activities and tutorials. Much of the work that we will do in this class will be completed using professional design software that you may not have access to outside of class. For this reason, it is very important to come to class on time and ready to complete daily goals. ***My Teaching philosophy = Learn new skill, process new skill, reapply new skill in your own way. Following this process can and should greatly increase your sense of self-efficacy as a visual problem solver.***

### **Course Goals Hierarchy:**

Goal #1 is for you to understand and implement the design process in solving visual problems.

Goal #2 take on greater responsibility on choosing content and subject matter.

Goal #3 is for you to learn 21st century skills that can be reapplied to your needs outside of this course.

### **Major Projects and Activities:**

This course will include intermediate to advanced assignments in Adobe Illustrator, Photoshop, and Blender. We will move back and forth through these programs to minimize the loss of new skills in particular programs. Many of your projects will begin with tutorial training and end with a new creation or solution to a visual problem. (Example: Project #1 Photo collage)

Every student will be expected to complete a project for the 2016 Scholastic Art and Writing Awards. The deadline for this assignment will be the second week of December.

### **Course Assessment Plan:**

There will be several formative and summative grading strategies used to document your course progress. Tutorials and project assignments will be graded on overall completion and meeting individual unit goals. Quizzes and tests will be used to assess content knowledge. A course portfolio will be completed by all students. Your portfolio will be assessed and graded at the end of the first

and second semester. Each portfolio assessment will include at least one reflective writing example, one content writing example, and work samples completed during the semester.

***Classroom Expectation:***

No food or drink is allowed in the computer labs at anytime. This class period is not a time for boxed lunches. This course is only 25 minutes each day. Please be on time and ready to focus on tasks and goals. With access to computers and the internet on a daily basis, it is your responsibility to use technology in appropriate ways. PLAYING VIDEO GAMES ARE UNACCEPTABLE EVEN IF YOU HAVE COMPLETED AN ASSIGNMENT. The only exception to this is code games like the Hour of Code, that teaches computer coding through a game environment.

***BYOT Policy***

This course follows RCSS technology policy. You are only allowed to have technology out when required for a classroom assignment. Other than that, devices will be taken without warning.

***Supplies and Materials:***

The supplies and materials for this course are very minimal. I ask that you have a 3 ring binder, pen or pencil, and some type of media storage device. (Flash drive, hard drive, cloud storage, etc.)

You will regularly need to email assignments to the instructor (email: [wiggitr@rck12.org](mailto:wiggitr@rck12.org)). This means that you will also need an email account.

***Homework Policy and Grading Scale:***

This course follows the standard RCSS grading scale. Homework assignments are kept to a minimum in this course, and therefore, are expected to be completed in a timely manner when assigned.

***Contact Information:***

Correspondence email: [wiggitr@boe.richmond.k12.ga.us](mailto:wiggitr@boe.richmond.k12.ga.us)

Project delivery email: [wiggitr@rck12.org](mailto:wiggitr@rck12.org)

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