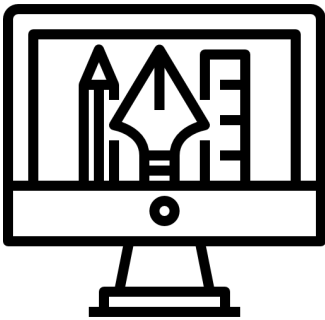


Principle of Art & Audio Video

Room 3200
Mr. St. Mary
jstmary@houstonisd.org
stmaryteach.com
Tutorials: 8:00 am M-F

COURSE DESCRIPTION



THE ARTS, AUDIO/VISUAL TECHNOLOGY, AND COMMUNICATIONS CAREER CLUSTER PREPARES YOU FOR A CAREER THAT INVOLVES DESIGNING, PRODUCING, EXHIBITING, PERFORMING, WRITING, OR PUBLISHING MULTIMEDIA CONTENT. IT INCLUDES THE VISUAL AND PERFORMING ARTS, JOURNALISM, AND ENTERTAINMENT SERVICES. MANY STATES, INCLUDING TEXAS, FOCUS THE ARTS, AUDIO/VISUAL TECHNOLOGY, AND COMMUNICATIONS COURSES ON AUDIO AND VIDEO PRODUCTION, FASHION DESIGN, VIDEO GAME DESIGN, GRAPHIC DESIGN AND ILLUSTRATION, COMMERCIAL PHOTOGRAPHY, ANIMATION, AND PRINTING AND IMAGING

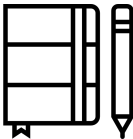
STUDENT GOALS

- DEMONSTRATE A THOROUGH UNDERSTANDING OF THE ELEMENTS OF GRAPHIC DESIGN.
- READ, UNDERSTAND AND COMMUNICATE IN THE LANGUAGE OF GRAPHIC DESIGN.
- USE TECHNOLOGY SUCH AS PHOTOSHOP, ILLUSTRATOR, AND INTERNET EXPLORER.
- STUDENTS WILL LEARN TO DEMONSTRATE POSITIVE WORK BEHAVIOR.
- STUDENTS WILL LEARN TO SOLVE PROBLEMS USING CRITICAL THINKING.

MATERIALS NEED FOR CLASS



CREATIVE THINKING
AND AND OPEN MIND



DRAWING NOTEBOOK
& WRITING TOOLS

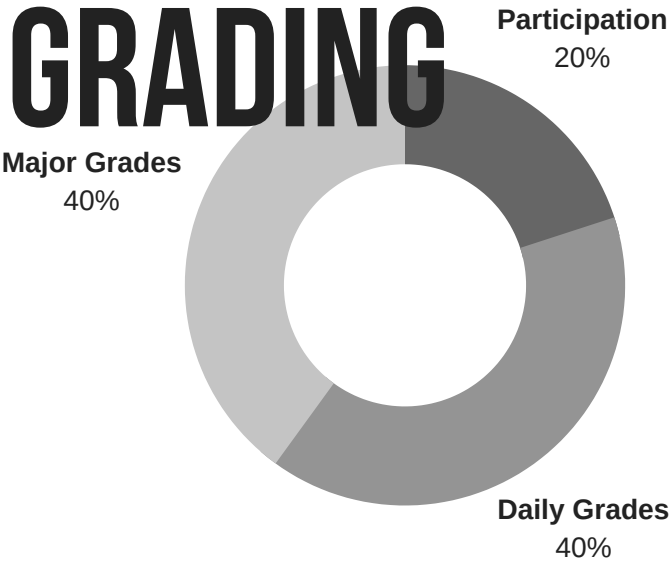


FULLY CHARGED
LAPTOP COMPUTER



PORTABLE FLASH
DRIVE

GRADING



COURSE OUTLINE

INTRODUCTION THE GRAPHIC DESIGN ILLUSTRATION:

LEARNING ABOUT THE DIFFERENCES BETWEEN RASTER AND VECTOR GRAPHICS, THE PRINCIPLES AND ELEMENTS OF DESIGN, AND HOW TO USE THEM TO CREATE INTERESTING AND APPEALING ARTWORK.

CREATING ILLUSTRATIONS WITH COLOR AND TYPE

INTRODUCES COLOR THEORY AND TYPE, AND HOW TO ILLUSTRATOR DRAWINGS. WE CONTINUE THEIR JOURNEY THROUGH THE HISTORY OF GRAPHIC DESIGN, FROM 1880 TO MODERN TIMES

PRINTING ANF IMAGING

STUDENTS LEARN ABOUT DESIGN ELEMENTS THROUGH PROJECTS SUCH AS; CREATING EXAMPLES OF COLOR SCHEMES USING GRAPHICS SOFTWARE AND CREATING AN ORIGINAL ALPHABET BASED ON A THEME. EACH PROJECT INCLUDES SELF-REFLECTION AND A PEER REVIEW.

COMMERCIAL PHOTOGRAPHY

STUDENTS LEARN THE PRINCIPLES OF DESIGN THROUGH PROJECTS SUCH AS; POSTERS, CREATING ORIGINAL DESIGNS THAT REFLECT AN EMOTION, MAGAZINE COVERS, PRODUCT ADS, CEREAL BOX PROTOTYPES, CANDY WRAPPERS ETC.

AMINMATION

IN THIS UNIT STUDENT'S WILL LEARN THE DIFFERENT TYPEFACE. EXAMINE HOW DIFFERENT COMPANIES AND CLIENTS USE FONTS FOR THEIR BRANDINGS.

AUDIO/VIDEO PRODUCTION

STUDENTS LEARN WHEN TO USE PARTICULAR IMAGE FORMATS FOR INDIVIDUAL PROJECTS. THEY WILL DEVELOP COLLAGES, LOGOS, CD COVERS, ETC. EACH PROJECT INCLUDES SELF-REFLECTION AND A PEER REVIEW.

ANIMATION FOR VIDEO EFFECTS

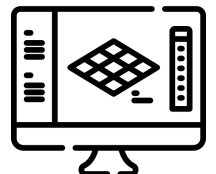
STUDENTS USE IMAGES SCANNED AND FROM THE INTERNET TO CREATE PROJECTS WHILE LEARNING TO CITE SOURCES AND UNDERSTAND WHETHER OR NOT THEY CAN LEGALLY USE THE IMAGE.

TEXTBOOK AND SOFTWARE



LEARNING GRAPHIC DESIGN & ILLUSTRATION
BY ANDREW FAULKNER
FOUND ON THE DIGITAL RESOURCE VIA THE
HUB

COMPUTER SOFTWARE AND APPLICATIONS
IN THIS COURSE, YOU WILL BECOME FAMILIAR
WITH ADOBE CREATIVE SUITES DESIGN
APPLICATIONS: ILLUSTRATOR, PHOTOSHOP,
INDESIGN, ACROBAT



MEET YOUR TEACHER

HELLO, MY NAME IS JONATHAN ST. MARY. I AM A PRODUCT OF HISD AND A PROUD ALUMNUS OF BOOKER T WASHINGTON. I ATTEND UT SAN ANTONIO WITH A LIBERAL ARTS DEGREE IN HISTORY.

BOTH OF MY PARENTS ARE ARTISTS, AND I HAVE CONTINUED IN THEIR FOOTSTEPS. I LOVE PHOTOGRAPHY AND FILM MAKING. I HAVE FEATURED IN A FEW SMALL FILMS AND COMMERCIALS. I HOPE MANY OF MY STUDENTS CAN GROW THE SAME PASSION IN INNOVATIVE ARTS

S o c i a l M e d i a



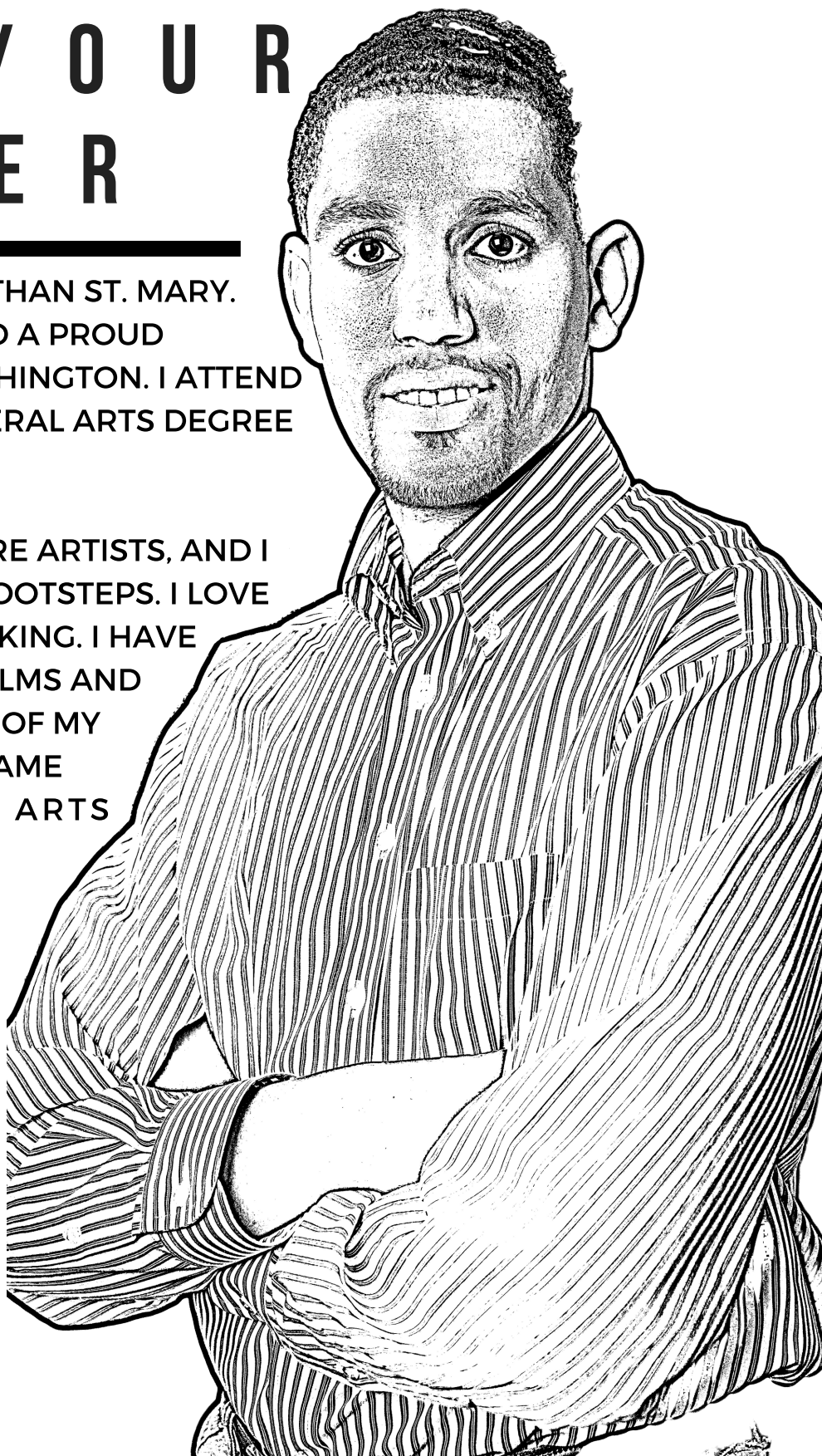
WALTRIP INNOVATIVE
ARTS



BEHANCE.NET/JLST1989



@WATRIP_IA



A T T E N D A N C E S T U D E N T

ATTENDANCE AND PARTICIPATION ARE REQUIRED; IT IS DIFFICULT TO LEARN THE CONTENT IF YOU ARE NOT PRESENT IN CLASS. YOUR CLASS PARTICIPATION AND ATTENDANCE CAN BE A DECIDING FACTOR IF YOUR CLASS AVERAGE STRADDLES TWO GRADES. BE SURE TO SEE ME ABOUT ANY MISSED WORK IF YOU ARE ABSENT.