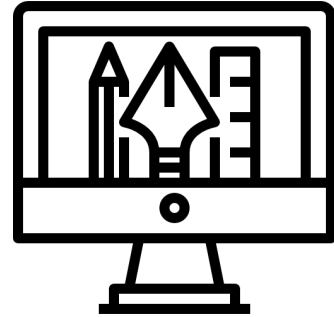# Graphic Design & Illustration

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

COURSE DESCRIPTION

STUDENTS LEARN AND APPLY FUNDAMENTALS OF VARIOUS SOFTWARE APPLICATIONS (SUCH AS ILLUSTRATOR AND PHOTOSHOP), WEB DESIGN, IMAGE EDITING, DRAWING AND GRAPHIC ANIMATION. PROJECTS AND ASSIGNMENTS REQUIRE TECHNICAL SKILLS WITH ORGANIZATION, MANAGEMENT, COMMUNICATION, ETHICS, AND TEAMWORK SKILLS. THE COURSE WILL CHALLENGE STUDENTS WITH REAL-WORLD PROJECTS AND ASSIGNMENTS TYPICAL OF THE GRAPHIC DESIGN INDUSTRY. HIGH QUALITY WORK IS EXPECTED, AND STUDENTS WILL BE GIVEN OPPORTUNITIES TO REDO WORK UNTIL IT MEETS STANDARDS SPECIFIED DURING INSTRUCTION.

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.
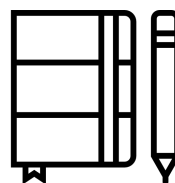- STUDENTS WILL LEARN TO SOLVE PROBLEMS USING CRITICAL THINKING.

GRADING
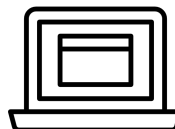
Participation 20%
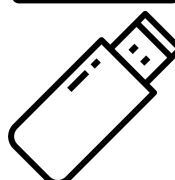Major Grades 40%
Daily Grades 40%
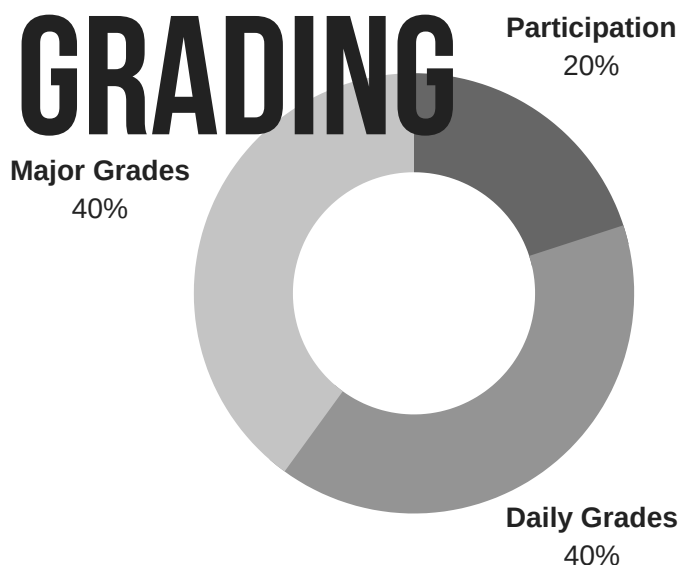
MATERIALS NEED FOR CLASS
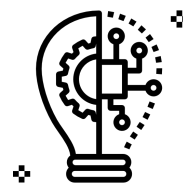
CREATIVE THINKING AND AND OPEN MIND

DRAWING NOTEBOOK & WRITING TOOLS

FULLY CHARGED LAPTOP COMPUTER

PORTABLE FLASH DRIVE

COURSE OUTLINE

INTRODUCTION TO THE GRAPHIC DESIGN INDUSTRY:
STUDENTS ARE INTRODUCED TO THE GRAPHIC DESIGN INDUSTRY THROUGH MAGAZINES, THE INTERNET, ETC. WE BEGIN TO TALK ABOUT THE AUDIENCE.

INTRODUCTION TO THE EQUIPMENT
STUDENTS USE MULTIMEDIA ELEMENTS TO CREATE PROJECTS WITH GRAPHIC DESIGN SOFTWARE. THE INTRODUCTION OF EACH PIECE OF EQUIPMENT WOULD BE TIED TO A RELEVANT GRAPHICS PROJECT.

ELEMENTS OF DESIGN
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.

PRINCIPLES OF DESIGN
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.

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

CREATING IMAGES FOR PRINT & WEB
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.

EDITING IMAGES
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.
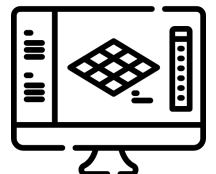
TEXTBOOK AND SOFTWARE

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
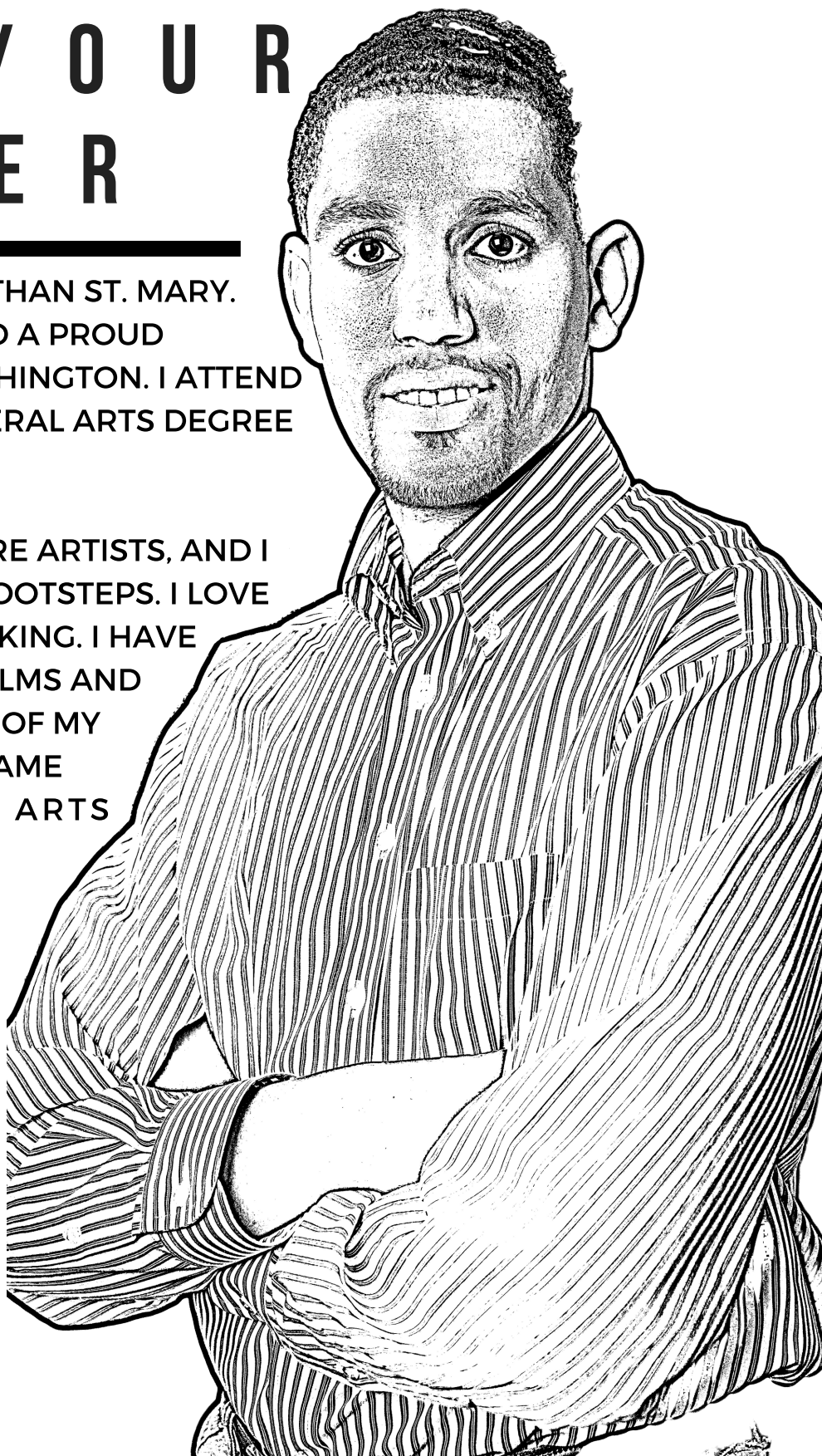
Social Media

▶ WALTRIP INNOVATIVE ARTS

Bē BEHANCE.NET/JLST1989

🐦 @WATRIP_IA

STUDENT ATTENDANCE

ATTENDANCE AND PARTICIPATION ARE REQUIRED; IT IS DIFFICULT TO LEARN THE CONTENT IF YOU ARE NOT PRESENT IN CLASS. YOU 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.