



Phone: 713-688-1361

Website: [www.houstonisd.org/waltrip](http://www.houstonisd.org/waltrip)

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**COURSE SYLLABUS ~ GRAPHIC DESIGN AND ILLUSTRATION II  
FALL 2022 ~ ARTC 1309 ~ BASIC ILLUSTRATION  
SPRING 2023 ~ IMED 1316 WEB DESIGN I**

**In conjunction with Houston Community College – Dual Credit  
Career and Technical Education Department (CTE)  
S. P. Waltrip High School  
1900 West 34<sup>th</sup> Street ~ Houston, Texas 77018**

<b>Instructor:</b>	Ms. Grimm
<b>Contact information:</b>	jgrimm@houstonisd.org ~ Office Phone (713) 688-1361, Ext 015209
<b>Room</b>	1115
<b>Office Hours:</b>	Daily 3:25 – 4:10
<b>Prerequisite:</b>	Principles of Information Technology
<b>Dual Credit Hours</b>	6 transferable hours from HCC
<b>Certification:</b>	Adobe

**Course Description**

Graphic Design II is an advanced graphics class for those students who are interested in learning more about the graphic design field. The students will use the elements of art and principles of design and incorporate them into artwork for the school. They will learn how to create logos, posters and brochures. The students will take the projects from beginning thumbnail concepts to final presentations. They will present their concepts to clients and participate in formal and informal critiques. Students will concentrate their learning on the fundamentals of Web Page design and development, use of internet services, basic Internet terminology and concepts, transfer of information electronically, use of the Internet to research data, plan, design, create and publish web pages.

**Textbook**

TBA

**Materials**

Pen, Pencil, Paper, External USB/FW Hard drives

**Attendance and Participation**

Attendance and participation are required; new material is being presented daily as well as collaborative activity projects. It is your responsibility to see me, check the board/HUB or check with a partner if you are absent from class.

## **Tutorials**

Tutorials are offered on Tuesday and Wednesday morning.

## **Grading System**

In class projects/assignments 30% of your final grade  
Textbook Lessons 37.5% of your final grade  
Class participation 7.5% of your final grade  
Midterm/Final Project 15% of your final grade  
Final Exam/GMetrix Test 10% of your final grade

## **Late Work:**

Assignments that are not turned in on-time are considered late work. A late assignment will not receive full credit; 20 points will be deducted initially and 10 each week.

## **Instruction Methods, Students Assignments and Assessments**

Face to Face and Web-enhanced - Problem Based Learning

A variety of instructional methods are used throughout the semester to enhance PBL. The course will be taught using a Problem Based Learning (PBL) format. Students in groups work through real-world problems with the goal of learning how to apply software development techniques, find and evaluate information about programming technologies, and communicate ideas and information about software development to others. Examples may include class discussions, lectures, readings, group projects, internet searches, and presentations. Discussion is the primary way in which students come to understand a concept. Discussion is both large group and small group and is usually student led, but are sometimes conducted online through HUB Discussion threads. Cooperative learning groups are also used extensively in this class. Projects/Assignments will be done individually as well. Assignments, projects and web-enhanced activities have been developed to guide your learning and concept development as an intro level programmer. As an instructor, I want my students to be successful. I feel that it is my responsibility to provide you with knowledge and opportunities for critical thinking and applications as appropriate.

## **Student Expectations**

As a student wanting to succeed at your academic and career endeavors, it is your responsibility to do the assigned readings, submit assignments on time, and participate in discussion forums and other activities. Please be respectful of yourself and peers, come to class prepared and on time. Clean up after yourself and remain seated until the bell sounds.

Students are required to take multiple GMetrix practice training and take practice tests during the semester to prepare for Adobe Certiport Professional exam. One GMetrix practice test selected by the instructor is the Mid-Term exam and Adobe Certiport Professional exam is the final exam for this course. Additional details regarding Adobe Certiport Professional exam will be announced in the class and/or posted on Eagle Online Canvas. Assignments, projects, and web-enhanced activities have been developed to guide your learning and concept development as a designer. To better understand a topic/concept, you will be given assignments on key information that you will need to remember for your success in your career in graphics design. As you learn new concepts and application, you will apply the knowledge to your Final Project. Working on assignments/project is an integral part for the course. All assignments/projects are due on the day noted unless otherwise announced in class.

Assignments may be completed in class or lab. Those having their own computer and pertinent software may work on assignments at home as well. However, class participation is still required, and students are advised to attend class regularly.

## **SCHEDULE OF CLASSES:**

Following is a tentative outline of discussion topics and class assignments for the semester. This schedule is subject to change. The instructor reserves the right to change the assignments, projects and dates as deemed necessary. You will be informed of any changes. Updated information will be posted online on the HUB.

### **Fall Semester**

#### ***First Semester***

- Identify illustration examples in current media through print & web research
- Demonstrate 3 styles of drawing: contour, value and gesture
- Render basic shapes when examining all subjects
- Identify anatomical studies of the human figure
- Draw the human figure proportionately
- Define perspective for rendering 3 dimensional objects
- Demonstrate 1 and 2 point perspective for rendering 3 dimensional objects
- Final Exam/Project

### **Spring Semester**

#### ***Second Semester***

- Web page design and related graphic design issues, web sites, Internet access software, and interactive topics.
- HTML5 – Hyper-Text Markup Language #5 and its use.
- CSS – Cascading Style Sheets and its use.
- Text Editor – We explore the use of a simple text editor as the only tool to create web pages (Notepad ++).
- Images and Image Formats -We explore the use of images and the different image formats used on the web.
- File Transfer – We explore file transfer and making files viewable online.
- Final Exam/Project