Graphic Design I

RCAS Policies/Procedures:

Students will be required to follow all RCAS policies and procedures. To view the RCAS High School Student Handbook, click handbook.

Course Description:

Become skilled in powerful and complex software such as Adobe Photoshop and Animate that will bring your creative work to the professional level. Spend time exploring legal and ethical issues, career opportunities, fundamentals graphics (raster vs vector graphics), various Adobe software tools, drawing tablets, and basic animations. Build skills that cross a variety of careers and interests.

Textbook:

None

Required Resources:

"Limited Choice" Resources: (students will be asked to choose at least one title from this list)

Student Choice:

Will student be asked to choose additional reading material from the classroom or school library?

No

Essential Questions:

GD Indicator #1 – Develop an awareness of career opportunities and professionalism in

- Graphic Design
- Career Opportunities available in graphic design.
- Requirements of careers in Graphic Design.
- Skills required for Graphic Design careers.
- Recent changes in trends in Graphic Design.
- Copyright and Ethics laws specific to Graphic Design.
- Identify resources available for copyrighted materials Computer graphics in various media, multimedia, and print.

GD Indicator #2 – Explore fundamentals related to graphic design

- Design principles as they apply to Graphic Design.
- Design elements.
- 2D and 3D techniques and methods.
- Additive and subtractive color models (RGB, CMYK).
- Color wheel and color schemes.

GD Indicator #3 – Create Graphic Designs

- Multiple software and hardware resources available for creation of computer graphics.
- Computer graphic input devices.
- Vector graphic software.

GD Indicator #4 – Identify and Utilize a Graphic Design Environment

- Image manipulation.
- Graphic animation.

Essential Learning Intentions:

- Research career opportunities.
- Identify and evaluate design concepts used in existing graphics, graphic art, and/or media projects.
- Explore design elements and principles.
- Justify color schemes used in existing graphics, graphic art, and/or media projects.
- Investigate color modes and models used in various art and media examples.
- Research examples of computer graphics used in existing art and/or media projects.
- Create bitmap graphics.

- Create vector graphics.
- Explore one or more free or open source resources for creation of graphic art.
- Manipulate digital images.
- Utilize graphics and other design elements in a complete design.