

## Graphic Design 1 Syllabus

### 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, Illustrator and Animate that will bring your creative work to the professional level. Spend time exploring legal and ethical issues, career opportunities, fundamentals of computer graphics (raster vs vector graphics), various Adobe software tools, drawing tablets, and basic animations. Build skills that cross a variety of careers and interests!

### Grading

Points shall be awarded for assignments, projects, discussions, daily work/participation and tests. Points will be awarded and collected cumulatively through the semester.

### Textbook

N/A

### Reading

N/A

### Optional Reading

N/A

### Instructional Resources

GMetrix, BrainBuffet and Teacher demonstrations

### 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.

Complete an Interest Inventory to pair student interest with more specific Graphic Design careers.

Relate identified Graphic Design careers to requirements of that career.

Investigate popular design trends from specified time periods.

Compare and contrast 2D and 3D graphics used in designs.

Identify and evaluate design concepts used in existing graphics, graphic art, and/or media projects.

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.

Create a digital animation.