

Rumson-Fair Haven Regional HS

Graphic Design 2

Mr. Dinallo - Room 107

adinallo@rumsonfairhaven.org

Office Hours: Day 1 and 2, 7:22 - 7:40am

Day 2 and 4, 10:45 - 11:15am

SYLLABUS

COURSE DESCRIPTION

Graphic Design II introduces students to a wide variety of digital communication methods. Students create digital images by using computer software such as Adobe Photoshop, Illustrator, and other computer programs. Students design and create such projects as posters, advertisements, business cards, 3-D printed objects, etc. All projects are composed of images and text that work together to communicate a message.

Whether it is to attract attention, inform, persuade or inspire, the graphic design industry specializes in creative problem solving. Graphic designers promote brands, market ideas, and influence consumer behavior. Some of today's most dynamic fields -- advertising, publishing, interactive -- are based on this fundamental concept of graphic design.

COURSE GOALS

- To grow more proficient using graphic design skills.
- To gain more Adobe Creative Suite skills.
- To create your own logo and company branding logo and materials
- To create digital artwork and portraits
- To learn how to use Autodesk Fusion to create and print 3-D design.
- To create animation.
- To create a final portfolio of all student work from Graphic Design 1 and 2.

MAJOR UNITS OF STUDY

Curriculum Pacing Guide	
Course Title: <i>Graphic Design II</i>	Grade Level: 9th - 12th
Unit I: Graphic Design Research Project	Weeks 1-2
Unit II: 3-D Keychain Printing	Weeks 3-4
Unit III: Illustrator Logo Design/ Corporate Identity Branding	Weeks 5-7
Unit IV: Digital Portraits	Weeks 8-10
Unit V: 3-D Ornament Printing	Weeks 11-12
Unit VI: Graphic Design Styles	Weeks 13-15
Unit VII: Animation	Weeks 16-18
Unit VIII: Final Design Portfolio	Weeks 19-20

GRADING BREAKDOWN

Your grade will be calculated as follows:

Coursework: 50% - Do Nows, Vocabulary Definitions/Sentences, Vocabulary Tests

Projects: 50% - Google Slide Presentations, Photoshop, Illustrator, AutoFusion Projects

CLASSROOM RULES

1. RESPECT THE PEOPLE, TECHNOLOGY AND FURNISHINGS OF THE ROOM.
2. STAY IN YOUR SEATS UNLESS YOU ARE WORKING ON YOUR MARKING PERIOD PROJECT AND NEED TO GET YOUR CLASSROOM FOLDER.
3. CELL PHONES OFF OR ON SILENT MODE AND PUT AWAY.
4. DO NOT TALK WHEN I AM GIVING THE LESSON
5. NO FOOD OR DRINK IN THE LAB.

DISCIPLINE CONSEQUENCES

1. WARNING
2. EMAIL HOME TO PARENTS
3. DETENTION WITH ME BEFORE SCHOOL OR DURING LUNCH AND A PHONE CALL HOME.
4. DISCIPLINE REFERRAL TO THE VICE PRINCIPAL.

CLASS PARTICIPATION

Graphic design requires many, hands-on learning projects. You are expected to come prepared to class and work hard on the assignments and projects.

Classroom participation is evaluated on a daily basis. Class participation will affect your CLASS WORK grade.

ASSIGNMENTS AND ASSESSMENTS

Short-Term Homework Assignments - Short-term homework assignments are given on an ongoing basis in all academic courses. Credit for short-term homework assignments will only be given if they are submitted on the due date at the designated time. Students are expected to follow the guidelines established in the RFH Student Handbook for the submission of work if they are absent on the due date for the entire school day. Specific IEP stipulations and 504 Plan modifications are exceptions to this policy.

Major Assessments/Projects - Major assessments and projects are required course components in all academic courses, and they will be evaluated using corresponding rubrics. Failure to complete any of the designated criteria for a major assessment or minimal demonstration of effort on any facet of a major assessment will have a negative impact on student performance. Students are strongly advised to develop their projects beyond the minimum passing levels as determined by the instructor, and they are encouraged to confer with the instructor on ways in which they can develop their final products. Timely completion is a fundamental criterion for all major assessments: late assignments will be penalized according to the established policy:

10% grade reduction off of the final grade if the major assessment is not submitted on the due date at the designated time. Additional 10% reductions will be given for two days subsequent to the due date. After this time has passed, the grade is reduced to no credit (0). If a student is in school on the day in which a major assessment is due and is absent from class, the assignment must be e-mailed or submitted to the instructor by the end of the school day. Failure to do so will result in the established late penalty. Exceptions to this policy will be up to the discretion of the instructor and/or the department supervisor if there are extenuating circumstances. Specific IEP stipulations and 504 Plan modifications are also exceptions.

The consequences for academic dishonesty on a major assessment will correspond to the penalties outlined in the RFH Student Handbook. Students are expected to follow the guidelines established in the RFH Student Handbook for the submission of work if they are absent on the due date for the entire school day.

MATERIALS

- Assigned iMac Classroom Computer
- Adobe Creative Suite
- Google Drive
- Pencil and Pen
- Notebook(Can in be multiple subject notebook)/Folder

**** May be subject to revision.**