Intro To Graphic Design (Fundamentals III)

Rebekah Just, 308.5050, bekahjust@yahoo.com
Reading: **Design Basics Index** by Jim Krause (HOW design books 2004)
Exploring the Elements of Design by Poppy Evans & Mark A. Thomas (Thomson 2003)
Retro Graphics by Jonathan Raimes & Lakshmi Bhaskaran
Visual Grammar by Christian Leborg
Idea Index by Jim Krause
Layout Index by Jim Krause
Color Index by Jim Krause

Course Objectives

This course surveys the major types of computer editing in use in visual arts and design and provides introductory instruction and practical experience. Lectures, demonstrations, follow-along exercises and studio projects explore representative and industry-standard applications encompassing raster and vector 2D editing, interactive, and time-based techniques. Traditional design elements and considerations are reviewed, and concepts and vocabulary unique to digital media are introduced and explored. At the end of semester, students will have a portfolio of projects demonstrating practical experience with a range of software utilized in print, web, and time-based design and art.

Assignments

Final work is due before the critique session begins. Please upload files (final versions only) into the assigned final folder on the Volume 9 server. Do not rely on this server to store your additional files. Please keep your hard work on an external hard drive, or flash drive, and I recommended backing up important files on cds.
Printed assignments must be printed on campus in the Grant Hall computer lab. Outputting your own files can help you control the final product and verify your results are as you intended.

Final Exam

Final Exam on Thursday, Dec 10 at 6:00PM (subject to change)
It is mandatory for each student to attend the final exam. The exam schedule is determined by the University to avoid overlapping or conflicting examination times. Please be aware of your schedule as it pertains to the end of the semester and report any perceived conflicts to the instructor immediately. Grades will be posted on the UNLV web site the first Wednesday following the FINAL EXAM.

Grading

Your grade for the course will be determined by the quality of the work you create in response to a given set of artistic and design problems to be resolved during class and as outside assignments, your attendance, and by your participation in critiques.
Save all of the artwork and project files you create for this class. Do not rely on the shared storage server to store your work, as this can be reformatted or emptied at any time by lab administrators. Save multiple copies and maintain a safe archive aside from your portable media. Portable media can be subject to errors and damage, and can be lost or stolen.

Attendance
Attendance is mandatory. If more than three classes are missed or if partial attendance occurs (late arrivals or early departures) your final grade will be lowered a letter grade per offence. It is absolutely essential to attend class and be punctual, as to not miss important announcements and demonstrations. If you are late for a critique or do not have the completed assignment, you will be asked to not participate, and your grade will be lowered accordingly.

Missed Class(es)/Student
As a general rule, a student missing a class or laboratory assignment because of observance of a religious holiday shall have the opportunity to make up missed work. Students must notify the instructor of anticipated absences by the last day of late registration, August 24, 2009, to be assured of this opportunity.
NOTE: Students who represent UNLV at any official extracurricular activity shall also have the opportunity to make up assignments, but the student must provide official written notification to the instructor no less than one week prior to the missed class(es).
This policy shall not apply in the event that completing the assignment or administering the examination at an alternate time would impose an undue hardship on the instructor or the university that could reasonably have been avoided. There should be good faith effort by both faculty and student to come to a reasonable resolution. When disagreements regarding this policy do arise, they can be appealed to the department chair/unit director, college/school dean, and/or the Faculty Senate Academic Standards Committee.
For purposes of definition, extracurricular activities may include, but are not limited to; band, drama, intercollegiate athletics, recruitment, and any other activity sanctioned by a college/school dean, and/or the Executive Vice President and Provost.

Computer Labs
These facilities are for you to use and enjoy. While using these facilities you will come in contact with expensive/delicate equipment. Therefore there are certain guidelines that must be adhered to. Do not consume food or beverages in labs. Absolutely no smoking. When you are finished working, make sure that you clean up everything to continue a safe, clean lab environment. If you observe someone abusing the labs, either through poor or careless work habits, bring it to their attention and notify me. This is your lab. Protect it and keep it clean. Lab open hours will be announced. **Don't forget to eject your flash drives and cds!**

Materials
*Data storage and transfer media, such as an external hard drive, USB flash drive, and cds
*Sketchbook/notebook
*Access to a digital camera, 6+ megapixlels

Course Calendar

Tues Aug 25	Intro, Illustrator Demo, Indicia, email
Thurs Aug 27	Illustrator – Design Fund II Review 1, Color wheel, bars, vibrating colors, warm ups

Tues Sept 1	Illustrator – Victorian - Jugendstil Presentation, Demo, Exercise 1, Glasgow - Modernism & Assign 1 Presentation
Thurs Sept 3	Illustrator – Exercise 1 continued, Assignment 1 one-on-ones

Tues Sept 8	Illustrator - Exercise 1 due (soft copy on server by end of class), Assignment 1 continued
Thurs Sept 10	Illustrator – Assignment 1 continued

Tues Sept 15	Illustrator – Print Demo & Futurism – Photomontage Presentation
Thurs Sept 17	Illustrator – **Assignment 1 Critique**

Tues Sept 22	PhotoShop – Exercise 2, Art Deco – Punk & Assignment 2 Presentation
Thurs Sept 24	PhotoShop – Exercise 3

Tues Sept 29	PhotoShop – Exercise 4
Thurs Oct 1	PhotoShop – Lab

Tues Oct 6	PhotoShop – Lab & Assignment 2 one-on-ones
Thurs Oct 8	PhotoShop – Lab

Tues Oct 20	Photoshop – Print Assignment 2
Thurs Oct 22	Photoshop – Print Assignment 2

Tues Oct 27	PhotoShop –**Assignment 2 Critique**
Thurs Oct 29	Continue critique, Bridge demo

Tues Nov 3	In Design – Demo & Exercise 5
Thurs Nov 5	In Design – Demo, Exercise 6, Assignment 3 Presentation

Tues Nov 10	After Effects – 1990-2000 Presentation & Demo
Thurs Nov 12	After Effects – Demo & Lab

Tues Nov 17	After Effects – Demo & Lab
Thurs Nov 19	After Effects – Demo & Lab

Tues Nov 24	After Effects – Demo & Lab
Thurs Nov 26	Thanksgiving Recess – No class

Tues Dec 1	After Effects – Demo & Lab
Thurs Dec 3	After Effects – Lab & Export/Post Demo

Tues Dec 8	Finals week – No class
Thurs Dec 10	Final Exam 6:00PM - Critique of After Effects