



Graphics Designing Content

- Introduction to the Graphics Design History

Students are introduced to the graphic design industry through magazines, internet, etc. We begin to talk about audience.

- ✓ History of Graphic Design
- ✓ Future of Graphic Design

- Introduction to the equipment

Students use multimedia elements to create projects with graphic design software. The introduction of each piece of equipment would be tied to a relevant graphics project

- ✓ Computer
- ✓ Scanner
- ✓ Camera
- ✓ Digital tablet
- ✓ Printer

- Elements of Design

Students learn about design elements through projects such as; creating examples of color schemes using graphic software and creating an original alphabet based on a theme. Each project includes self-reflection and a peer review.

- ✓ Color
- ✓ Line
- ✓ Shape
- ✓ Space
- ✓ Texture
- ✓ Value



- **Principles of Design**

Students learn the principles of design through projects such as; posters, creating original designs that reflect an emotion, magazine covers, product ads, cereal box prototypes, candy wrappers etc. They do a self reflection on their projects and a peer review. Some projects include a presentation to the class.

- ✓ Balance
- ✓ Contrast
- ✓ Emphasis/Dominance
- ✓ Harmony
- ✓ Movement/Rhythm
- ✓ Proportion
- ✓ Repetition/Pattern
- ✓ Unity
- ✓ Variety
- ✓ Adobe Photoshop
- ✓ Illustrator

- **Typography**

In teams students create a business proposal and create branding for that business including a commercial and magazine ad. They present the product to the class.

- ✓ Anatomy of a letter
- ✓ Typefaces
- ✓ Typographic Measurement
- ✓ Typographic Standards
- ✓ Typographic Guidelines

- **Creating images for print & web**

Students learn when to use particular image formats for individual projects. They create collages, logos, cd covers, etc. Each project includes self reflection and a peer review.

- ✓ Formats
- ✓ Resolution
- ✓ Raster Vs Vector

- **Editing Images**

Students use images scanned and from the internet to create projects while learning to cite sources and understand whether or not they can legally use the image.

- ✓ Ethics
- ✓ Copyright laws
- ✓ Corel Draw
- ✓ Adobe In Design



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