

MOHR 2018-19 GRAPHICS DESIGN SYLLABUS

Graphics Design provides instruction in, and opportunities to use, graphics computer software such as Adobe Illustrator and other software programs in the Adobe Creative Suite package. Students will learn to create vector images using curves, lines, and shapes to make objects that can be colored, moved, duplicated, scaled, and rotated. Exposure to a variety of activities and hands-on demonstrations allow students to develop skill and expertise in using graphics design software to create art projects. Graphics Design also offers students the opportunity to develop skills in the area of critiquing their own work, as well as evaluating the work of other designers. Students can be creative and have fun with computer generated art in this field of the arts. This course provides an opportunity to use the technology environment as a medium of creativity and expression.

This class will enable students to:

- Demonstrate an aesthetic awareness of computer generated graphics.
- Create a work of art based on perceptual and technical skills, with an eye on creativity.
- Navigate through graphics design software utilizing program tools and features.
- Reinforce the skills and techniques learned in Foundations of Studio Art.
- Identify and become familiar with contemporary computer generated artwork and related historical, social, and cultural influences.

GRADING

This class is a lab, all work is completed in class during the lab period. No homework.

Classwork is worth 20 points per week and projects are worth 100 points.

If needed extra help or lab time must be scheduled by appointment. (gmohr@bhpsnj.org)