Fall 2016 // Foundations of Graphic Design GRDS 1301.001

Nancy Miller Nancy.Miller@tamucc.edu o: 361-825-2380 Meeting Time Office Hours M/W 3:30-T/Th 9-11 am 6:20pm Bay Hall 224c Bay Hall 234

tamuccdesign.wordpress.com

# Course Description

This studio course explores fundamental components of design theory, concept and composition. Students will explore presentation techniques, printing processes, technical tactile skills associated with the field, defining and exploring a targeted audience, and appropriate software introductions. Students will create printed works utilizing these skill sets.

# **Student Learning Outcomes**

- The student will demonstrate an understanding of the basic components of a graphic design solution: research, strategy, concept, design and craft.
- The student will identify the cultural and technological contexts in which the graphic designer works by participating in introductory studio exercises in graphic design.
- The student will gain a basic understanding of different design application software and apply them interchangeably while becoming proficient in design production.

#### Required Texts

Graphic Design, Referenced: A Visual Guide to the Language, Applications, and History of Graphic Design by Armin Vit, Bryony Gomez Palacio

# Recommended Texts

Go: A Kidd's Guide to Graphic Design by Chip Kidd

*Graphic Design, The New Basics* by Ellen Lupton

#### Required Materials

- 1. Portable Hard Drive (recommended).
- 2. DropBox Account (free).

# TAMU-CC Design Resources

- 1. design.tamucc.edu for program information
- 2. tamuccdesign.wordpress.com
- internal information
- student work
- latest news (teacher travel dates, cancellations, events, etc.)
- student resources (Course structure, UL Review, Student Handbook Download, Type Rules, etc.)
- 3. IG, FB, TW, SC #tamuccdesign

#### **Email**

You are required to use your University email address. You can always forward this address to one that you check on a more regular basis.

- Please consider e-mail as official correspondence and be sure to keep copies of e-mails that are sent and received for records purposes.
- Efforts will be made to address your e-mail within 48 hours. If you do not receive an email within 48 hours, please send a follow-up email.
- E-mail communications should be about class business.
- Please use the subject line in a way that indicates the content of the message.
   Please also use professional language and include your full name and a complete inquiry in the body of the message.
   Unprofessional emails will result in non-response.

# Attendance, Participation, & Grading

Attendance is recommended for your success and will be recorded during each class session.

- Four (4) absences will result in the drop of a single letter grade for the semester.
- Arriving late to class on three (3) occasions will result in the recording of one (1) absence.
- Students are required to attend class for the duration of the scheduled time or until the Professor dismisses the class.
- Leaving early will result in a half absence.

Your attendance and participation reflects on you as a student and your final grade will be an indication of that.

# How will I grade?

Each project will be graded on three factors:
1) discussions, critiques, and other class participation; 2) your creative process; and 3) the final artifact.

Please see last page of this syllabus to see the projects you will be completing this semester.



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# **Grading Scale**

100-90 A, 89-80 B, 79-70 C, 69-60 D, 59 & below F

#### Attendance

Four (4) absences results in a drop of a single letter grade and arriving late (without notice) to class on three (3) occasions will result in the recording of one (1) absence.

#### Late Work

No late work is accepted. If you are unable to make the final critique of a project, please make arrangements with me to turn in and present to the class on an earlier date.

#### Plagiarism

Plagiarism of concept, imagery, layout, or copy (text) of any kind is not tolerated and will result in a failing grade. In the event of an act of plagiarism, you will be reported to the University for academic review.

## Professionalism

#### Cell Phones

Cell phones are to remain off or in silent mode during the full class session. Please do not text message or use your phone in the classroom, except for emergencies. In the case of an emergency phone call please take the call outside.

# Music/Headphones

Headphones are not permitted during lectures/presentations by either the professor or your classmates.

#### Studio Work Time

We share Bay Hall 234 with a number of other classes. You are encouraged to stay until the end of each class to work on your projects.

### Academic Advising

The College of Liberal Arts requires that students meet with an Academic Advisor as soon as they are ready to declare a major. The Academic Advisor will set up a degree plan, which must be signed by the student, a faculty mentor, and the department chair. The College's Academic Advising Center is located in Driftwood 203E, and can be reached at 825-3466.

#### **Grade Appeal Process**

Students who feel they have not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given in the course. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details on the process of submitting a formal grade appeal, please visit the College of Liberal Arts website (http://cla.tamucc.edu/about/student-resources.html). For assistance and/or guidance in the grade appeal process, students may contact the Associate Dean.

### Disabilities Accommodations

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please call or visit Disability Services at (361) 825-5816 in Corpus Christi Hall 116.

If you are a returning veteran and are experiencing cognitive and/or physical access issues in the classroom or on campus, please contact the Disability Services office for assistance at (361) 825-5816.

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#### Week One August 24

### In Class

Introduction, Syllabus, Course Overview Video :: The Universal Arts of Graphic Design How to be Creative

#### Homework

# Purchase books

Read :: What is Graphic Design AIGA.org Read :: Good Designers Learn from History Write 1 paragraph on your top 3 takeaways

from each resource

#### Week Two August 29/31

### In Class

Assignment :: Famous Designer Presentation Choose Designer from Google Doc

Lecture: What is graphic design? About visual communications

• Disciplines and careers

#### Homework

Reading :: GDR, Principles of Design

#### In Class

Lecture :: CCC & CRAP

• Components: form, line, shape, space • Composition: harmony, emphasis, align-

ment, flow, scale

Assignment :: Elements/Principles Samples

# Homework

Work on Elements/Principles Assignment

### Week Three September 7

#### September 5 Labor Day Holiday

### In Class

**Due/Present**:: Elements/Principles Samples Quiz:: Components & Composition

#### Homework

• Bring 3 hi-res digital images of your chosen designer for a Photoshop exercise, next class

 Photoshop Tutorials :: Helpx Photoshop **Fundamentals** 

 Readings:: GDR Principles of Print Production

# Week Four September 12/14

### In Class

Lecture :: Image/Color Modes/Resolution/ CMYK vs. RGB and Why? When? How?

Adobe Photoshop Intro

Assignment :: Where's your designer? Lecture:: Legally obtaining imagery

#### Homework

Photoshop Tutorials:: Helpx Photoshop

**Fundamentals** 

## In Class

Guests:: Clampitt Paper Mini School

- Paper in design
- Print processes and paper

#### Homework

Continue work on Photoshop exercise

#### Week Five September 19/21

#### In Class

Working Day :: Where's your designer? Lecture:: Photoshop Tricks/Tips Lecture:: Photoshop Preparing files for

output

Lecture :: Printing, bleeds, trimming,

mounting

### Homework

Finalize:: Where's your designer? Photoshop Tutorials :: HelpX as needed

Lecture :: Productive Critique

Due/Critique:: Where's Your Designer?

# Homework

Readings:: GDR Principles in Typography

# Week Six September 26/28

Video :: The History of Typography Lecture :: Typography in Design

# Homework

Readings :: Beginners Guide to Type

#### In Class

# **Presentations Group 1**

Lecture :: Type Anatomy & Mechanics Exercise:: The Kerning Game

#### Homework

Online Tutorials :: Helpx Design Logo with Al Study Type Anatomy & Rules

### Week Seven October 3/5

#### In Class

Quiz:: Type Basics Lecture :: Color

Lesson:: Adobe Illustrator

Exercise :: Adobe Illustrator basics/tools/ layers/artboards/clipping/text/stoke/effects

Exercise :: Pen Tool Game

# Homework

Online Tutorials Illustrator

#### In Class

Lesson:: Adobe Illustrator 2

Assignment :: Your Designer's Monogram

Lecture :: Sketching Process/CCC

# Homework

Monogram sketches

Online Tutorials :: Helpx as needed

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### Week Eight October 10/12

#### In Class

### **Presentations Group 2**

Working Day :: Sketches to Digital in

Illustrator

Demo:: Sample Monogram

In Class

Working Day :: Designer's Monogram

Homework

Finalize Monogram

# Week Nine October 17/19

#### In Class

Lecture :: File Output in Illustrator/Printing Due :: Final Monogram Print/Digital File

In Class

# **Presentations Group 3** Quiz :: PSD/Ai Basics

Homework

Online Tutorials :: Helpx Get Started Bring a magazine to next class

# Week Ten October 24/26

# In Class

Lecture :: Layout & Grid, Communication &

Visual Hierarchy, Golden Ratio

Lesson:: Why? When? How? InDesign

Homework

InDesign Tutorial Videos

In Class

Lecture :: InDesign Continued Exercise:: InDesign Grids

# Week Eleven October 31/ November 2

# In Class

Lecture:: InDesign Continued Lecture :: Copy in Design

Assignment :: Designer Book Jacket

Book Jacket Sketches, headline concepts

In Class

**Review Sketches** 

Exercise :: Book Jacket Demo

Homework

Work on Designer Book Jacket

### Week Twelve November 7/9

#### In Class

Small Group critiques/Working Day

### Homework

Finalize Book Jacket

### Week Thirteen November 14/16

#### In Class

Working Day

Lecture :: File Output InDesign, Printing Lecture :: Selling Your Ideas/Presenting

#### Homework

Finalize Book Jacket, Print for Critique

### In Class

Due/Critique :: Designer Book Jacket See your advisor/Dr. Garcia for Spring advising

#### Week Fourteen November 21

# No classes Nov. 22-25 • Happy Thanksgiving

Final Assignment :: Tweak Designer projects to date, compile in multi-page .PDF

Lecture:: Identity & Branding

- Importance of branding
- Components of an identity program
- Measuring Design Effectiveness
- Style Guides

## Homework

Work on Final Assignment

#### Week Fifteen November 28/30

#### In Class

Lecture:: The creative process

- Research Competitive Analysis, SWOT, TA
- Developing a creative brief
- Developing and executing concepts
- Keeping a process record

### Homework

Tweak/Finalize Designer Photoshop, Illustrator and InDesign for final

# In Class

Lecture: The production process

- Different print methods and techniques
- Digital mediums

#### Week Sixteen December 5

## December 5 Last Day of Class

Lecture: Presentations & Portfolios

- The Modern Portfolio
- · Careers in Design/Specialization

Finalize Multi-page PDF of final projects

# Week Seventeen December 14 • 1:45-4:15 pm

Final Exam In Class

# **Final Presentations**

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#### Resources:

# Graphic Design:

50 Totally Free Lessons in Graphic Design Theory

<u>Teach Yourself Graphic Design: A Self-Study</u> Course Outline

### Historical Designers/Design:

- Good Designers Learn from history
- Design History
- Design is History
- AIGA Design History

#### Font Resources:

www.1001freefonts.com

www.fontsquirrel.com

www.dafont.com

www.google.com/fonts

#### Free Images:

search.creativecommons.org/

Wikipedia:Public\_domain\_image\_resources www.publicdomainpictures.net/

pixabay.com

# Branding:

- A Simple Brand Development Strategy
- From the American Institute of Graphic Arts (AIGA)—Brand Blindness

### **Grading Opportunities**

# **Designer Presentation (15%)**

The student will research, create and present a 5-7 min. comprehensive presentation about their chosen historical designer's life, work and impact on the discipline.

# Elements/Principles Presentation (10%)

Review <u>Prezi</u> on the Elements/Principles of Design. Complete assignment at the end of presentation.

### Quizzes (15%)

Components/Composition 5pts Photoshop/Illustrator 5pts. Typography Basics 5pts.

### Where's Your Designer? Photoshop (15%)

Using Photoshop, students will create a collage using images of their chosen designer and various stock and background photos.

# Your Designer's Monogram :: Illustrator (15%)

Using Illustrator, students will create a typographic monogram for their chosen designer in their style.

# Your Designer's Book Jacket :: InDesign (15%)

Using InDesign, students will create a book jacket for a biography on their chosen designer. Visually, the design should mimic that of the designer.

# Your Designer Projects Final Deck (15%)

Based on feedback from final critiques, students will tweak their 3 chosen designer projects and compile them into a multi-page PDF for presentation on final exam day. 5%-Refined Projects, Visual Presentation Materials

10%-Presentation Skills