

COM 378 Graphic and Publication Design . Syllabus . Fall 2009

Course Information

Com 378 Graphic and Publication Design, 3 credits

Eiben

Wednesdays, 5 - 8 p.m.

Course Instructor

Karen Jones

808.342.0948

karen.jones@adjunct.chaminade.edu

Course Description

Emphasizes the visual aspects of communication by focusing on the creative process of using art and technology through computer-assisted page design and layout. The purpose of this course is to introduce the student to the use of the computer as an art tool. The instruction and projects in COM 378 stimulate awareness of beginning concepts and basic methods of working with software including Adobe Illustrator, Photoshop and InDesign. This is an intermediate communications course which prepares the student for further study in graphic design and communications. Prerequisite: COM 200.

General Objectives

1. to explore many aspects of visual thinking and creative using the computer.
2. to establish an awareness of how the computer is incorporated into the communication arts including graphic design and photography with an emphasis on advertising, marketing and branding.
3. to provide a basic vocabulary in computer software and hardware.
4. to explore aspects of visual thinking and creative expression through completion on the computer.
5. to experience various techniques and to develop skill with hardware and software.

Competency

By the end of the semester you should be able to:

1. demonstrate an understanding of the vocabulary and technological processes of computer graphics.
2. demonstrate an understanding of how computer graphics is used as a contemporary communications tool through an examination of how computer graphics fits into the communicator's environment.
3. understand and be able to use several computer graphic systems, graphic software packages, and input/output devices.
4. sensitively apply the visual elements of line, shape, value, color, texture, space, as well as the design principles of balance, rhythm, emphasis, contrast, variation, and unity.
5. complete the creative problem-solving process from the preliminary planning stage and exploration through revisions to the final product with an emphasis on working with clients.
6. learn to be experimental by taking risks through the process of exploration during the creative process.
7. learn to use computer graphics to generate personal visual images.
8. Areas of study include: computer imaging including basic layout, working with and modifying digital images, and determining clients' needs.

Textbook

No textbook

Recommended Reading and Websites

Communication Arts

HOW

Print

iCreate

Adobe: <http://www.adobe.com/support>

Design & Publishing: <http://www.graphic-design.com/index.html>

YOUTHEDESIGNER: <http://www.youthedesigner.com/>

LYNDA: <http://www.lynda.com/>

Advertising Age: <http://adage.com>

<http://www.walletpop.com/quizzes/company-colors-quiz>

Supplies and Materials

1. Portable archive materials: CD-RW or USB Thumb or Flash drive
2. A three ring notebook to keep notes, handouts, sketches, ideas and written material.
3. Two or more (at least 9" x 12") envelopes or folders for submitting projects.

Instructor's Expectations

Lectures, demonstrations and general class participation (regular attendance, completed homework, completed assignments turned in on time, joining class discussions) is an important aspect of this course. Lectures and related information will be given once. Note taking during lectures and demonstrations is necessary. Since this is a college course, time outside of class will need to be consistently spent on projects to meet the requirements of the class.

Estimated time per week spent on projects outside of class: 8 to 10 HOURS MINIMUM.

Attendance

- Students are responsible for the material presented in class; regular attendance is mandatory. Leaving class early without permission or for long periods of time during work classes will result in an absence marked for that class period. For unexcused absences, students need to make arrangements with other class members regarding information.
- Consistent lateness and absences will result in a lower grade for the semester.
- More than three absences will result in a final grade of a F.
- Three tardies will equal one unexcused absence. If there is a severe family problem or a long-term personal illness, please discuss this with me. If you are absent for medical reasons, get a note from your physician, otherwise the absence will be considered unexcused. Work in NOT an excused absence.

GRADING SYSTEM

- Grading is based on assignments and projects. It is the responsibility of the student to collect handouts, take notes, complete and turn in assignments on due dates. The assigned projects must be turned in on the due date. Missing a deadline will result in a full letter grade reduction for that project
- Make-up assignments will be administered only in cases where there is a valid medical reason accompanied by a doctor's note. Projects may be revised and turned in again for regrading.
- Class participation will be considered in the evaluation of the final grade. Disruptive or argumentative behavior will result in a lower grade during final grade evaluation.
- Any student missing the final semester critique or not turning in a final project without prior permission will have a full letter grade taken off the final semester grade.
- All projects submitted for grading must include a clearly organized, clearly identified file with the project and all working stages.

All projects are worth 100 points each.

A 90-100

B 80-89

C 70-79

D 60-69

F 59-0

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Com 378 Graphic and Publication Design. Semester Schedule

Schedule may change as needed.

Date Class work and assignments

W.8.26	Intro to course, work on Illustrator and InDesign tutorials #1, 2, 3.
W.9.2	InDesign and Illustrator tutorials #4, 5, 6. Discuss Project 1 - Flyer. Working with clients. Concept sheets. Branding discussion.
W.9.9	Guest speaker, graphic designer. Work on Project 1 - Flyer. Sketches and concept sheets due.
W.9.16	Project 1 due, critique. Assign Project 2 - Name Logo. Illustrator tutorials #4, 5, 6. InDesign tutorials #6, 7, 8. Typography 1.
M.9.21.....	Project 2 - sketches and creative briefs due - email by 12 noon.
W.9.23	Guest speaker, writer. Work on Project 2 - Name Logo. Illustrator tutorials #4, 5, 6.
W.9.30	Work day Project 2 - Name Logo. Illustrator review.
W.10.7	Project 2 - Name logo due, critique. Assign Project 3 - Front Page Layout
M.10.12	Project 3 - sketches and creative briefs due - email by 12 noon.
W.10.14	InDesign tutorials #4, 5, 6. Page layout discussion. Design samples due.
W.10.21.....	InDesign tutorials #7, 8, 9. Typography 2.
W.10.28	Project 3 images due. Scanning demo, Photoshop tutorials #4, 5, 6. Adjusting images for layout and publication use.
M.11.2.....	Photoshop tutorials #1, 2, 3. Guest speaker - photographer. Product photoshoot.
W.11.4	Project 3 work day. Photoshop tutorials #4, 5, 6.
W.11.11	Project 3 - Front Page layout due, critique. Assign Project 4 - Publication, spread and back page. Typography review.
M.11.16.....	Project 4 - sketches and creative briefs due - email by 12 noon.
W.11.18	Project 4 work day. Product photoshoot. Image adjustment.
W.11.12	Project 4 work day, all images due. Photoshop tutorials #7, 8, 9.
W.11.19	Project 4 work day. Typography review.
W.11.14	Project 4 work day.
W.11.25	Project 4 work day. Preparing files for pre press.
W.12.2	Project #4 due, beginning of class, critique.