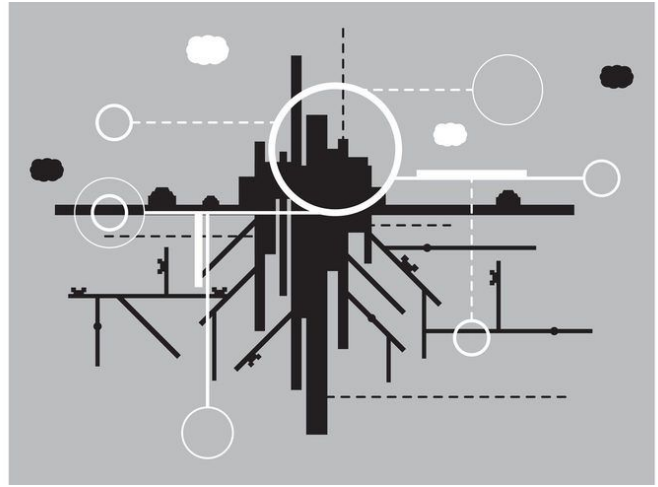


# GRAPHIC DESIGN



Q1-2017

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## COURSE DESCRIPTION

Graphic Design is all around us. It's on our clothes, in our music library, on billboards, books, sports teams, signs, logos and nearly everything with a printed image on it. We will learn the basics of the 3 most important professional computer programs for graphic design, as well as some foundations of design. I will find time to organize a few field trips to various artistic organizations around the area (like the Minneapolis Institute of Art).

The professional industry standard programs we will learn the basics of in this class are:



**Adobe InDesign:** Used for laying out texts and images in an organized manner.

**Adobe Photoshop:** Used to edit photos, create pixel art, coloring images, etc.

**Adobe Illustrator:** Used to create vector art, art that has no pixel. Logos and graphics.

We'll use these tools to complete projects and create:

**TSHIRTS | LOGOS | BOOKS | POSTERS |  
ALBUM ART | ETC**

## MATERIALS

Materials and computers are provided for the class. I will be getting materials over the course of the year and am open to suggestions. We'll create a book for sketching, taking notes and visual journaling and I'll have a google drive set up with inspiration and resources for art making. If you have materials you prefer from home, feel free to use them.

**COME TO CLASS  
AND CREATE**



## **RESPONSIBILITIES OF THE TEACHER**

- Choose content, projects and curriculum carefully and well.
- Plan classes; TO NOT WASTE YOUR TIME!
- Create an environment where art making is efficient and intellectual while being enjoyable and imaginative at the same time
- Always be available to students
- Listen to the student's artistic opinions and inputs
- Promote our class to other schools and the greater community
- Aspire to be better by our standards

## **RESPONSIBILITIES OF THE STUDENT**

- **SHOW UP!** (on time, please.)
- Be attentive when I'm giving instruction.
- Stay off your phone during class.**
- Make intelligent decisions regarding yourself, your teachers, and your peers
- Be healthy and get adequate rest
- Use your time wisely**
- Use appropriate language
- Allow human expression to be present in each second of art making
- Give the teacher honest feedback if you disagree with an artistic idea or a project**
- Be open to intellectual artistic discourse
- Ask for help when help is needed, let me know if something is not working out and what we can do to accommodate you.
- Aspire to be better by our standards

## **GRADING**

This is art class and we want to create art in the space we have allocated for that at our school. In other words you will almost never have homework required for this class. You will never be graded on skill or abilities, you will be graded on how you use your time in class, completion of and how you manage your projects, and your participation in our class including cleaning up at the end of the period.

For missed class and incomplete work, we can find a way to accommodate and make up the points you missed. However, the make up work you do outside of class will be more time consuming than the work expected to be done in class.

## **PRO TIP: USE THE STUDENT ASSIGNMENT PORTAL!**

- *Go to the AFA homepage [www.afa.tc](http://www.afa.tc)*
- *Drag over the "for Students" tab in the top right*
- *Click "Student Assignment Portal"*
- *Find "Jake" and the class you have.*
- *Assignments will be listed.*

**IF YOU ARE HAVING ANY ISSUES, QUESTIONS or COMPLAINTS, COME TO ME OR EMAIL ME TO SCHEDULE A TIME WE CAN TALK TO COME UP WITH A SOLUTION.**