A Graphic Designer is a creative problem solver who is trained to conceive, plan, and execute a design that communicates a direct message in an imaginative and visually arresting manner to an intended audience regardless of the medium. Effective visual communication requires a Graphic Designer to inform and motivate a viewer.

Welcome to Graphic Design 2 where you will be incorporating the Elements and Principles of Design into three Adobe Design Standard CS6 Programs. The prerequisites of this class are that you must have successfully completed either Intro to Graphics or Intro to Art and have instructor’s permission. This class does require Online research outside of class, and occasionally taking digital photographs for assignments. There will be times in which a Business or Auburn Public Schools will request a specific job to be done, and these requests also count as project grades. We will also be using finishing techniques in our print work such as lamination or binding. In general, this is what we will be covering this semester, contingent on completion of assignments:

• **Adobe Photoshop:** Quick Masking, Levels and Curves, Retouching, Transformation Project, Surrealism.
• **Adobe Illustrator:** Gradient Annotator, Isolation Mode, Creating Patterns, Gradient on Stroke, Digital Illustration.
• **Adobe InDesign:** This program is used for text design and layout. Placing pictures and text within frames, Text Effects, Frame Effects. Magazine Layouts and publication.

We will be further investigating these programs with the concepts of Elements and Principles of Design. As you complete each project, you will then be presenting your project in front of the entire class for a mature, group critique. Developing your presentation skills are very important to your future career and in college.

**Homework and Attendance are significant parts of your grade.** I cannot send the software home, so if you are absent, you are expected to stay after to make up work.

**Late projects and a late final will not be tolerated.** Every day the project is late, your project will be docked 5 points. Projects that are more than 2 weeks late will be given no credit.
How Will I Be Graded?

**Homework: 10%** Homework will be based around your projects, and I will ask you to study some handouts as well. You will need to take photographs for some assignments, and there are cameras that can signed out if needed. All brainstorming and sketching must take place in your sketchbook/notebook- there will be sketchbook checks! Expect homework at least once every week.

**Participation: 35%** This includes completing in class assignments, staying on task, and group work. You will have a weekly participation grade. Points will be taken off for using Facebook, Twitter, or an other Social Networking site. Playing Internet games is not permitted at any time. **Cellphone use is not permitted in class, no exceptions!** If you stay on task, then you will do very well in this area!

**Tests/Projects: 45%** Graphic Design 2 is a project-based course. This will include the ones I personally assign and the occasional school or district related print projects. Any tests that are given will be contingent upon various vocabulary introduced. There will be a grading rubric for each project, and you will be expected to incorporate what you have learned in the software as well as the Elements and Principles of Design that we will discuss throughout the semester.

**Final: 10%** Your final will be a magazine layout, printed out, binded and handed in to me. No one is exempt from the final project.

**Attendance Policy**

According to Auburn High School policy, you grade will drop 10% after 5 unexcused absences for failure to meet attendance requirements.
What You Will Need

There are some materials you will be expected to bring to class every day.

**School Email/Google Drive/Flash Drive:** According to the school’s technology policy, you may only use your school email account and Google Drive to save your files and communicate with your teachers. It is your responsibility to make sure your login information is correct. You will need to purchase a Flashdrive/USB storage of at least 6 GB. You can get them just about anywhere for less than $10. You will be saving almost all of your projects on here for presentations- must present your storage device by September 9, 2016 for a homework grade.

**Notebook/Sketchpad:** You will need to take notes on various tools and sketch out ideas (see Homework). So don’t forget a pencil or pen too!

**Headphones:** Bring these in for most studio days.

Parent Signature

Please have your parents/guardians look over this information and bring it into class as soon as possible! I will take these forms no later than September 9, 2016. This form counts as a homework grade.

Student Signature: ___________________________________________________________

Parent/Guardian Signature: ___________________________________________________

• By signing this form, I understand the expectations for my student in the Graphic Design 2 class.

• Parents/Guardians: If you have any questions, my preferred form of contact is by email. I am available for appointments after school as well!