



HILLARY VINCENT

Digital Graphic Design I

Course Description

Students will engage in hands-on design practices, develop creative thinking strategies, and devise solutions to visual communication design challenges. Exploring a variety of media such as photography, painting, drawing, printmaking, and more, students will scan and manipulate illustrations through the Adobe Creative Suite software. This course familiarizes students with visual principles involved in computer based design, essential software, and techniques that serve a basic designer's needs. Learning basic fundamentals of graphic design, students will explore logos, branding, typography, advertising, and more. Skills learned in Digital Graphic Design are essential for a 21st century student preparing to enter higher education.

Class Policies

- All rules set forth by the 2016-2017 Ascension Episcopal School Parent/Student Handbook will be enforced in class.
- As a viable member of the Ascension Episcopal School faith community, you are expected and required to behave in a Christian manner in and out of class.
- Genuine respect and courtesy for all adults and students will be demanded at all times.
- Inappropriate studio conduct includes: negative attitude towards your project and peers, not following directions, failure to have materials for projects or assignments, disruption of class in any manner, not properly caring for art supplies, and doing other class work while in class.
- *Plagiarism*: this class will require you to take your own photographs as well as use existing ones. Proper citation for images found online is mandatory. Citations must be typed and turned in with each assignment. MLA citation:
Name of Photographer, Name of Photograph. Place of photograph, Year.
Name of website. (<http://www.....com>).

Contact

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Available for assistance by appointment.

Grades

- *Productivity*: efficient use of time during projects, discussions and critiques. Students are not to work on outside assignments during art time.
- *Assignments*: your assignments will be graded with a specific rubric in mind according to the purpose of the project. In general you will be graded on 3 things: process, creativity, and your craftsmanship.
- *Sketchbook*: you will turn in your sketchbook every Friday for a grade, worth 10 points each week.
- *Computers*: because our class is primarily based on the computer, you are expected to be working on your assignments when using the computer. Outside of class research and work on the computer is acceptable.
- *Phones*: cell phones are strictly prohibited in class according to the 2016-2017 student handbook. Phones will be taken away during class if it becomes an issue.
- *Hall pass*: Students are not allowed to leave for the first OR last 10 minutes of class. Students may only be excused with permission from instructor.
- *Food & Drink*: No food is permitted in class. Water bottles are allowed but must be placed at the bottom of the desk. Any liquids near computers are prohibited.

Student Name: _____

Signature: _____