



Graphic Design Technology II - Introduction to Graphic Design

Course Information

Grade(s):	9-12
Discipline/Course:	Technology Education / Graphic Design Technology
Course Title:	Graphics Design Technology II - Introduction to Graphic Design Level 2
Prerequisite(s):	Graphic Design Technology I <i>or</i> Teacher Permission
Course Description: <i>Program of Studies</i>	This course is a continuation of Graphic Design Technology I and provides students with a deeper understanding of the processes and systems common to careers in publishing, printing, and other forms of media communication and distribution. Students will take their skills to the next level using illustration design software, photo editing software, and page layout software to create projects that will be printed in traditional and digital formats. They will also deepen their understanding of the use of color in graphic design communication. This course will introduce students to careers in screen printing and design transfer.
Course Essential Questions:	<ul style="list-style-type: none"> ● How does color theory make graphic communications more effective? ● What difference does image formatting have on the outcomes of designs? ● How does the function and format of a design impact a message?
Course Enduring Understandings:	<ul style="list-style-type: none"> ● By understanding how colors work together, designers can create designs that communicate specific messages and evoke desired emotions in viewers. ● Graphic designers use a variety of tools and software to create graphics for print, web, and screen. ● Effective graphic design requires a strong understanding of design principles, such as composition, color theory, and typography. ● Graphic designers need to be able to use technology effectively to create high-quality graphics.
Duration/Credit:	½ year; .5 credits
Course Materials/Resources:	Adobe Creative Cloud

FPS Course Academic Expectation(s):	UCT: Using Communication (Media) Tools EU: Exploring and Understanding
Year at a Glance (Units)	Unit 1: Vector Graphics 2 (5 weeks) Unit 2: Color in Graphic Design (5 weeks) Unit 3: Raster Graphics 2 (5 weeks) Unit 4: Digital Publishing 2 (5 weeks)

Unit Number and Title:	Unit 1 - Vector Graphics 2
Duration:	5 weeks
Resource(s):	Adobe Creative Cloud
Unit Overview:	The unit begins with a brief review of Graphic Design Technology I. Students will then add to their vector graphic skills by using layers to organize objects in a vector drawing, creating and using compound paths, applying gradients and patterns to fills and strokes, using blending and masking to create complex effects, creating and using text objects, and importing and exporting vector graphics files in different formats.
Learning Goals	
Standard(s):	GDT.10 Demonstrate knowledge of concept image creation and manipulation.
Essential Question(s):	<ul style="list-style-type: none"> • What difference does image formatting have on the outcomes of designs?
Enduring Understanding(s):	<ul style="list-style-type: none"> • Graphic designers use a variety of tools and software to create graphics for print, web, and screen. • Graphic designers need to be able to use technology effectively to create high-quality graphics.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	<p>Content: (Students will know...)</p> <ul style="list-style-type: none"> • graphic design technology vocabulary relating to vector-based graphics. <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none"> • use layers to organize objects in a vector drawing. • create and use compound paths. • apply gradients and patterns to fills and strokes. • use blending and masking to create complex effects. • create and use text objects. • import and export vector graphics files in different formats.

Unit Number and Title:	Unit 2 - Color in Graphic Design
Duration:	5 weeks
Resource(s):	Adobe Creative Cloud
Unit Overview:	Students will explore color theory and principle to understand what is meant by color, and how color is formed and defined. What are the different relationships among colors? How do designers use color to evoke specific emotions in their work? Students will identify and analyze the applications of color, line, shape, texture, size, and value in samples of graphic work. They will also incorporate those elements in their original graphic work.
Learning Goals	
Standard(s):	GDT.05 Identify and apply the elements of design.
Essential Question(s):	<ul style="list-style-type: none"> • How does color theory make graphic communications more effective?
Enduring Understanding(s):	<ul style="list-style-type: none"> • By understanding how colors work together, designers can create designs that communicate specific messages and evoke desired emotions in viewers. • Effective graphic design requires a strong understanding of design principles, such as composition, color theory, and typography.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	<p>Content: (Students will know...)</p> <ul style="list-style-type: none"> • basics of color theory and principles, including different color models and relationships among colors. <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none"> • demonstrate an understanding of the different color models and relationships between colors. • analyze the use of color in media to create thematic and narrative expressions. • apply color theory and principle in their original work.

Unit Number and Title:	Unit 3 - Raster Graphics 2
Duration:	5 weeks
Resource(s):	Adobe Creative Cloud
Unit Overview:	Students will then add to their raster graphic skills learning to use software for advanced color correction and grading; advanced photo manipulation and editing, digital painting and matte painting, and 3D rendering and compositing.
Learning Goals	
Standard(s):	GDT.10 Demonstrate knowledge of concept image creation and manipulation.
Essential Question(s):	<ul style="list-style-type: none"> • What difference does image formatting have on the outcomes of designs?
Enduring Understanding(s):	<ul style="list-style-type: none"> • Graphic designers use a variety of tools and software to create graphics for print, web, and screen. • Graphic designers need to be able to use technology effectively to create high-quality graphics.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	<p>Content: (Students will know...)</p> <ul style="list-style-type: none"> • graphic design technology vocabulary relating to raster-based graphics <p>Skills: (Students will be able to...)</p> <ul style="list-style-type: none"> • color correct and grade a RAW image to create a professional-looking final image. • retouch or composite multiple images to demonstrate advanced photo manipulation and editing. • create digital painting and matte painting for video. • render and composite a 3D model.

Unit Number and Title:	Unit 4 - Digital Publishing 2
Duration:	5 weeks
Resource(s):	Adobe Creative Cloud account, access to FPS graphics lab
Unit Overview:	Students will apply what they have learned in the previous units to create original works that meet defined specifications and constraints to communicate an idea, information, or concept. Students will also organize their coursework into a final portfolio.
Learning Goals	
Standard(s):	GDT.05 Identify and apply the elements of design. GDT.06 Identify and apply the principles of design. GDT.08 Identify and apply the principles of design to layout. GDT.09 Demonstrate knowledge of concept development. GDT.10 Demonstrate knowledge of concept image creation and manipulation. GDT.11 Demonstrate application of media outputs (file formats/color modes) GDT.12 Demonstrate application of media outputs (project production) GDT.13 Identify and apply the design process. GDT.15 Identify and produce files utilizing different digital formats.
Essential Question(s):	<ul style="list-style-type: none"> ● How does color theory make graphic communications more effective? ● What difference does image formatting have on the outcomes of designs? ● How does the function and format of a design impact a message?
Enduring Understanding(s):	<ul style="list-style-type: none"> ● By understanding how colors work together, designers can create designs that communicate specific messages and evoke desired emotions in viewers. ● Graphic designers use a variety of tools and software to create graphics for print, web, and screen. ● Effective graphic design requires a strong understanding of design principles, such as composition, color theory, and typography.

	<ul style="list-style-type: none"> • Graphic designers need to be able to use technology effectively to create high-quality graphics.
Learning Goal(s): <i>Students will be able to use their learning to:</i> (Content/ Skills)	Content: (Students will know...) <ul style="list-style-type: none"> • graphic design vocabulary. Skills: (Students will be able to...) <ul style="list-style-type: none"> • produce sketches, rough layouts, and comprehensive layouts using design principles to guide the process. • evaluate designs, and layouts for proper grammar, punctuation, and adherence to specifications. • demonstrate skills related to concept image creation and manipulation. • collect and organize coursework to create a portfolio