

GRAPHIC ARTS & DESIGN II

Taylor Brost // brosttaylor.bchs@gmail.com // @c2_classroom

CLASS DESCRIPTION

First & foremost, this class acknowledges God as Creator (Colossians 1:16). We as a class will focus on refining our technical skills & creative minds to bring glory to Christ. This class is designed to introduce students to an array of computer based programs that are essential to the technology of today. This course will mainly focus on three programs: Adobe Photoshop, Illustrator and InDesign

CLASS EXPECTATIONS

1. NO cell phones
2. NO food, drink, gum, candy, etc.
3. Raise your hand before speaking.
4. Computers are for classwork

WAYS TO RESPECT THE MAC LAB

1. Backpacks will be kept in the back of the lab at all times.
2. Be responsible with your time.
3. One person at a time leaves the room with the hall pass.
4. All handbook policies apply to this class.
5. Push in seat. Log out. Put computer display to sleep.

GRADING POLICY

There are three ways you will be assessed in this class:

Projects: These are the major weight of your grade

Assignments: Weekly progress checkups on current assigned project

Assessments: You will be tested on your knowledge of the tools used in class

** Semester Finals are worth 20% of semester grades.

****Late work will be docked 10% per day after the assignment is due.

ABSENCES & ASSIGNMENTS

If the student is absent, he/she is required to finish the project with two additional days/ per days missed (aka if you miss three days you will have six days before your project is considered late). Because we use programs in this course that most students do not have at home, students MUST schedule time with me outside of class to use the computer lab to finish their current project. *****View late policy above*

COURSE OUTLINE

QUARTER 1

Introduction to OS X
Google Drive
Mastering Adobe Photoshop

QUARTER 2

Mastering Adobe Photoshop (cont.)

QUARTER 3

Mastering Adobe Illustrator

QUARTER 4

Mastering InDesign
Final Project