

Ms. Moore

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COURSE DESCRIPTION

Design A/B introduces students to the fundamentals and principles of two-dimensional and three-dimensional design forms. The history and criticism of these forms are presented through the use of projects, lectures, and visual materials. This class provides an basic understanding of how to see, evaluate, and interpret experience through projects using digital and traditional art materials. This course has 2 main points of focus: 1) build skills in digital illustration and integrate graphic design elements into images and 2) explore a number of sculptural techniques using the design principles.

The students will respond to, analyze, and make judgments about form, content, technique, and purpose in works of art as evidenced by the creation and evaluation of portfolios. Related tools and techniques are explained, demonstrated and practiced to promote creative expression through active student participation. Work outside of class is required, for example: portfolio or project preparation, reading, writing, or critical viewing where appropriate. Maintaining a sketchbook or journal is an integral component of instruction, along with ongoing critical analysis through individual critiques.

WHAT IS ARTICULATION?

This course has been articulated with Diablo Valley Community College. Articulation is a process where by courses are aligned with curriculum taught at DVC. Design A/B has been aligned with an Introduction to Digital Media Course. Successful completion of the course with a "B" or higher and a "C" or higher on a final exam focused on basic Adobe Photoshop skill will earn you 1.5 units of credit at DVC. This means that you will officially be enrolled in college while in this course. Upon completion of the course you will have an official transcript from DVC.

INSTRUCTIONAL GOALS

1. Encourage creative and systematic investigation of formal and conceptual issues in digital illustration and design; demonstrate abilities and versatility with techniques, problem solving, and ideation.
2. Explore a wide range of art technique to create works of expressive art
3. Develop introductory skills in concept development, composition, and execution.
4. Emphasize art making as an ongoing process that involves the student in informed and critical decision making.
5. Help students develop technical skills and familiarize them with the functions of the visual elements in the form of digital illustration and graphic design.
6. Encourage students to become independent thinkers who contribute inventively and critically to the world
7. Understand and utilize 4 main aesthetic theories to create, critique, discuss and evaluate works of art.

Northgate Computer Lab Procedures

- ***NO FOOD, NO GUM AND NO DRINKS ARE TO BE CONSUMED IN THE Lab.**
- * All Desks, computers, keyboards, cabinets etc. will be numbered and assigned to students and the students are responsible for their assigned equipment.
- * Any item deliberately broken/damaged must be replaced by the student/students. A lab check by the 'students' will be carried out in the last 5 minutes of class when they hear the five minute bell..
- * **When you sit down, always check your mouse, keyboard and computer for damage.** Any damaged item not reported to the instructor at the beginning of the class will become your responsibility.
- * All areas must be clean and everything put in its place before students will be dismissed.
- * Take care of the desk and tabletops. Do not mark on any surfaces.

Computer Procedures **NO GAMES, NO WEB SURFING, NO E-MAIL, NO DRAMA, NO HOMEWORK FROM ANOTHER CLASS!**

3 Strikes and your out policy.

- 1st offense: Warning
- 2nd offense: Referral, Thursday Detention, Contact Parents
- 3rd offense: You will be removed from class and given a withdraw F.

Every student must have a [edmodo.com](https://www.edmodo.com) account. Edmodo code:

hptb6t

INTEGRITY AND COPY WRITE ISSUES

All work must be original. If students use someone else's work or a published image as a basis for their own pieces, there must be significant alteration to the piece for it to be considered original. Students will explore stylistic and thematic ideas of other artists and will be guided to create their own work so that it avoids duplication, redundancy, trite and overused images, and sentimentality.

LATE WORK

Anything turned in after due date is -20%, All work becomes homework if not completed in class time. Always welcome to join me during lunch or brunch. 24 hour notice for after school time.

QUALITY WORK

The course enables students to develop intermediate skills in composition and execution of realistic and representative drawing. Throughout the year we assess the students' work and score it on the following criteria. If the student does not score his or her work consistently in the high range, we assess what the strengths and weaknesses are and how to rework the piece and raise the grade. The following questions will be used to guide the student towards more successful work.

CELL PHONE use in class

The phone can be a great tool and distraction to getting work done. As long as the student maintains an A and A quality work ethic in class I have no problem for students to use the phone for music, internet, and research. If you are not completing work in class because of the distraction of the phone. The student will be asked to take their phone and back pack and lock in supply closet or Visual arts office till class is over. If this does not happen I will follow through with school's defiance policy. Please support me on an effort to make sure you learn by doing the work.

Important Rules to Remember:

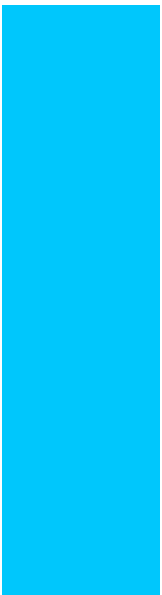
- No Valuables in the classroom.
- Do not ever leave the classroom without permission from the instructor.
- Tool abuse will cost you money
- Do not use putdown, disrupt class, or interrupt others.
- Use art making materials and computer equipment correctly in proper mature fashion.
- Return equipment to correct area when done and follow proper cleanup procedures.
- Only work in a school acceptable fashion and with appropriate imagery (NO curses/nudity/ drugs/violence)
- Food only in proper area and clean up after yourself
- Do not hang out around door to classroom, if not cleaning is in your seat after clean-up bell.
- This is a hands on working class. You must do your own artwork. Having someone else do your work is unacceptable.

TARDY POLICY

You will need every minute of in-class time to complete the work for this class. To support this, we will be implementing the following tardy policy.

- 2 tardies=I'll call home
- 3,4,5 tardies=call home and lunch detention
- 6 tardies= meeting with your vice principle to discuss issue, school detention and/or Saturday school

Most assignments will be given on Edmodo. You will make an account 1st week of class. If you already have one the class code is **hptb6t** (will expire Sept 1. Ask Ms. Moore after that). It is your responsibility to keep track of your missing work. If your parents would like an edmodo account please have them email me. moorec@mdusd.org or northgateart@gmail.com



DESIGN A/B COURSE OUTCOMES**Upon completing this course students will know how to:**

1. Demonstrate basic skills in the field of typography, including: type face, type design, and use in graphic design composition.
2. Demonstrate basic digital illustration skills using Adobe Photoshop.
3. Demonstrate a basic knowledge of the technical terms associated with graphic design and Illustration.
4. Demonstrate an ability to apply the 8 Elements of Art in a composition.
5. Demonstrate an ability to apply of the 8 Principles of Design in a composition.
6. Demonstrate an understanding of color theory and use it in a variety of design challenges.
7. Students will begin to critique works of art using appropriate terminology.
8. Create works of art that focus on integrating text and image using a wide range of digital and traditional media.
9. Demonstrate a basic understanding of photo manipulation using Adobe Photoshop.
10. Share information about the historical and contemporary contributions in 2d and 3d design.
11. Organize work for a formal exhibition and presentation.
12. Organize a beginning portfolio with artist statement that includes self reflection.
13. Begin to identify personal strengths in their artwork and explore a wide range of styles.
14. Feel comfortable presenting their work to others in small and large group settings.
15. Research and present information on a variety of career choices in the field of design.
16. Research and present information of the historical development in the field of design.