

DEPAUL UNIVERSITY
COLLEGE OF COMPUTING AND DIGITAL MEDIA
SCHOOL OF DESIGN, GRAPHIC DESIGN

Graphic Design: GD 105-404 Intro to Visual Design

SYLLABUS

CLASS INFO:

Autumn 2016
Section 404
Wednesdays, 3:10-4:40pm
Loop Campus, 14 E Jackson Room 513
Meeting Dates: 09/07/2016 - 11/21/2016
Your final critique/presentation
is on November 21, 2016, from 2:30 PM to 4:45 PM

Instructor: Heather Quinn
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mobile: 617.901.0284
Office: CDM 503
Office Hours: Monday and Wednesdays 12:45-1:15pm

September 13, 2016, Last day to add (or swap) classes to AQ2016 schedule

Last edited Sept 6, 2015

COURSE DESCRIPTION

This course will provide an introduction to the principles of visual design—including composition, form, counterform, point, line, plane, color, basic image making (vector and photography) and elements of visual narrative and storytelling. This course will include lectures, discussions, critiques/presentations, hand-sketching, and lab (computer work) time. You are expected to work about 3–6 hours a week outside of class.

COURSE OBJECTIVES

- This course will focus on theories of how the mind processes visual information, and then practice the application of this learning to achieve effective visual communication.
- This course is designed specifically for the needs of Graphic Design, Game Development, Digital Cinema, Animation, and Interactive Media students (but all majors are welcome).
- Although the class will use some Adobe software, learning software is secondary to our goal of gaining an understanding of the mechanisms of visual perception.
- Practical issues introduced include visual planning, typography, color palettes.
- Theoretical issues include composition (emphasis, rhythm, contrast, unity, balance, scale, hierarchies of information), movement, color, and spatial illusion.

LEARNING OUTCOMES

- Experience a range of design methods, processes, materials, and contexts.
- Apply basic elements of visual design including balance, color, dynamics, expression, form, growth, light, movement, sequence, shape, space.
- Practice iteration [and/or variation] to arrive at successful design projects.
- Use visual design terms and formal language to communicate.
- Analyze the effectiveness of works of art and design, recognizing strengths and citing areas for improvement.
- Identify or Integrate methods, processes, and/or materials that are relevant to project development.
- Defend work with reason.

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RECOMMENDED MATERIALS

BASIC MATERIALS

Sketch Book, Large (11x14), White Paper

Pencils, variety of pens (black)

Exacto knife

Good scissors

Ruler

Lots of blades

Glue stick

Double stick tape

Self healing cutting surface

External hard drive/flash drive

Always bring supplies to every class

We will need a few additional supplies throughout the quarter

SOFTWARE

Adobe CS

CHANGES TO SYLLABUS

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

ONLINE COURSE EVALUATIONS

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

ACADEMIC INTEGRITY AND PLAGIARISM

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

ACADEMIC POLICIES

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

STUDENTS WITH DISABILITIES

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential.

To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296

ATTENDANCE

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. The overall grade for participation drops one-third after any absence. Three absences for any reason, whether excused or not, may constitute failure for the course.

CLASS DISCUSSION

Student participation in class discussions will be measured in two ways. First, students are highly encouraged to ask questions and offer comments relevant to the day's topic. Participation allows the instructor to "hear" the student's voice when grading papers and projects. Secondly, students will be called upon by the instructor to offer comments related to the reading assignments and projects. Students must keep up with the reading to participate in class discussion.

ATTITUDE

A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

CIVIL DISCOURSE

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

CELL PHONES/ON-CALL

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course.

WHAT TO EXPECT IN THIS CLASS WEEK TO WEEK

We will work on 3 major projects.

- Cropped Letterform, Structured Grid and Freeform Grid
- Graphic Interpretation of an Object
- Ten Step Story

Each project will begin with sketching and ideation, and culminate in a final critique/project.

<http://offices.depaul.edu/oaa/academic-calendar/Pages/Full-Year-2016-2017.aspx>

WEEK 1 (SEPT 7)

Introduction to class, gather supplies
Begin Cropped Letterform

WEEK 2 (12, 14)

Letterform

WEEK 3 (19, 21)

Letterform
Structured Grid

WEEK 4 (26, 28)

Structured Grid

WEEK 5 (OCT 3, 5)

Free Form Grid

WEEK 6 (OCT 10, 12, VISITING PROFESSORS)

Free Form Grid

WEEK 7 (OCT 17, 19)

Graphic Interpretation of an Object

WEEK 8 (24, 26)

Graphic Interpretation of an Object

WEEK 9 (OCT 31, NOV 2)

Graphic Interpretation of an Object
Begin Final Project
Ten Step Story

WEEK 10 (7, 9)

Ten Step Story

WEEK 11 (15)

Ten Step Story

FINAL (NOV 21)

Ten Step Story
Your final critique/presentation is
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GRADES

Grades are a reflection of the effort put forth as stated below. I do not look for perfection or the best final projects. I look for students who take risks, keep exploring, try new things and go back and improve projects after we review them. I want my students to develop a love and a passion for visual design. The course is meant to inspire you to discover design all around you. I expect you to work hard.

GENERAL GRADING POLICIES

Participation, In-class attitude/Attendance

Everyone should participate in each class. Each week we will choose a new person to lead the critique. Not everyone is the best presenter, however its important to become comfortable leading a group and communicating.

Homework Assignments

Have your homework completed at the start of class.

Projects (Design and Craftsmanship)

Have your assignments complete and take risks. I'd rather see you try something new and fail than have a perfect project. Work on your craft. You need to develop a steady hand and an eye for detail.

Final Projects

Final projects will be evaluated and graded based on the assignment criteria.