

Syllabus

PLATO Course Graphic Design and Illustration, Semester A

Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand graphic design concepts, graphic image creation, and image manipulation. This course has 14 lessons organized into 4 units, plus 4 Unit Activities. Each lesson contains one or more Lesson Activities.

This course covers careers you can pursue in graphic design. It also covers training and skills required for a graphic designer. In addition, this course describes how to create images using color and typography and how to manipulate images. It also guides you how to create images using design elements and principles. Finally, this course covers copyright laws and ethics related to the use of graphic design.

You will submit the Unit Activity documents to your teacher, and you will grade your work on the Lesson Activities by comparing them with the given sample responses. The Unit Activities (submitted to the teacher) and the Lesson Activities (self-checked) are the major components of this course. There are other assessment components, namely the mastery test questions that feature along with the lesson; the pre- and post-test questions that come at the beginning and end of the unit, respectively; and an end-of-semester test. All of these tests are a combination of simple multiple-choice questions and technology enhanced (TE) questions.

Course Goals

This course will help you meet the following goals:

- Familiarize yourself with the evolution of graphic design.
- Familiarize yourself with careers in graphic design and create a résumé.
- Discuss the training and skills required for a graphic designer.
- Understand digital image concepts and the use of basic tools in graphic design software.
- Explore universal symbols and redesign them.
- Explore the properties of color and apply color-balancing techniques.
- Explore the effects of typography on a digital image.

- Apply image manipulation and rendering techniques on a digital image.
- Organize and store images.
- Familiarize yourself with laws and ethics related to graphic design.
- Create images using design elements and principles.
- Create a layout design using design principles such as emphasis, readability, balance, rhythm, and unity.
- Create one-point and two-point perspective images.
- Print images using an appropriate printer.

Prerequisite Skills

PLATO Course Graphic Design and Illustration, Semester A has a prerequisite course, PLATO Course Principles of Arts, Audio/Video Technology, and Communications. In addition, these fundamental skills will be helpful:

- the ability to visualize and apply creativity and innovation
- general familiarity with the writing process and following guidelines

General Skills

To participate in this course, you should be able to do the following:

- Perform basic operations on a computer.
- Perform online research using various search engines and library databases.
- Communicate through email and participate in discussion boards.

For a complete list of the general skills required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

PLATO Course Graphic Design and Illustration, Semester A is a 0.5-credit course.

Course Materials

- notebook

- computer with an Internet connection and speakers or headphones
- Microsoft Word or equivalent
- Microsoft PowerPoint or equivalent
- free online tools available for graphic design
- scanner
- printer

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Unit 1: History and Careers

Summary

In this unit, you will learn what graphic design is and how it evolved. You will familiarize yourself with careers in graphic design and multimedia. In addition, you will learn about the training and skills required for a graphic designer.

Day	Activity/Objective	Type
1 day: 1	Syllabus and Plato Student Orientation <i>Review the Plato Student Orientation and Course Syllabus at the beginning of this course.</i>	Course Orientation
4 days: 2–5	History of Graphic Design <i>Describe the evolution of graphic design.</i>	Lesson
4 days: 6–9	Careers in Graphic Design <i>Explore careers in graphic design and create a résumé.</i>	Lesson
4 days: 10–13	Training and Skills <i>Explore the training and skills required for a graphic designer.</i>	Lesson
1 day: 14	Para Jumble	Game
6 days: 15–20	Unit Activity/ Threaded Discussion —Unit 1	Unit Activity
1 day: 21	Post-test—Unit 1	Assessment

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Unit 2: Creating Images

Summary

In this unit, you will familiarize yourself with types of digital images and graphic design tools. You will explore and redesign universal symbols. Additionally, you will learn about color concepts and apply color-balancing techniques to images. Finally, you will learn about typography and how to apply the effects of typography on images.

Day	Activity/Objective	Type
4 days: 22–25	Digital Image Concepts and Basic Tools <i>Explore digital image concepts and use basic tools of graphic design software.</i>	Lesson
4 days: 26–29	Creating Basic Shapes and Universal Symbols <i>Examine and redesign universal symbols.</i>	Lesson
4 days: 30–33	Applying Color <i>Examine the properties of color and apply color-balancing techniques.</i>	Lesson
4 days: 34–37	Typography <i>Apply the effects of typography on a digital image.</i>	Lesson
1 day: 38	Space Jumble	Game
5 days: 39–43	Unit Activity/Threaded Discussion—Unit 2	Unit Activity
1 day: 44	Post-test—Unit 2	Assessment

Unit 3: Image Manipulation and Copyright Laws

Summary

In this unit, you will learn how to apply image manipulation and rendering techniques on a digital image. You will also learn how to store digital images in appropriate formats. Finally, you will familiarize yourself with copyright laws and licensing related to graphic design.

Day	Activity/Objective	Type
4 days: 45–48	Basic Manipulation Tools and Rendering Techniques <i>Apply image manipulation and rendering techniques on a digital image.</i>	Lesson
4 days: 49–52	Storing Images <i>Describe how to organize and store images.</i>	Lesson
4 days: 53–56	Copyright Laws and Fair Use <i>Analyze, discuss, and apply laws and ethics related to graphic design.</i>	Lesson
1 day: 57	Para Jumble	Game
6 days: 58–63	Unit Activity/Threaded Discussion—Unit 3	Unit Activity
1 day: 64	Post-test—Unit 3	Assessment

Unit 4: Principles of Design, Perspective, and Printing

Summary

In this unit, you will create images using elements of design. You will also create images using design principles and rules of composition. In addition, you will learn how to create perspective images. Finally, you will learn how to print an image.

Day	Activity/Objective	Type
4 days: 65–68	Elements of Design <i>Create images using elements of design.</i>	Lesson
4 days: 69–72	Principles of Design <i>Create a layout design using design principles such as emphasis, readability, balance, rhythm, and unity.</i>	Lesson
4 days: 73–76	Perspective <i>Create one-point and two-point perspective images.</i>	Lesson
4 days: 77–80	Digital Printing <i>Describe the digital printing process and print an image.</i>	Lesson
1 day: 81	Thwack-A-Mole	Game
6 days: 82–87	Unit Activity/Threaded Discussion—Unit 4	Unit Activity
1 day: 88	Post-test—Unit 4	Assessment
1 day: 89	Semester Review	
1 day: 90	End-of-Semester Test	Assessment