Art 180: Fundamental 2D Digital Design

Course Description

An introduction to computer-based, two-dimensional design for students with no previous computer-based graphic experience. Fundamental principles and concepts of visual organization will be explored through the use of vector-based and pixel-based software.

Prerequisite

None

Syllabus

Wk 1
Session 1: Introduction to Fundamental 2D Digital Design
Session 2: LAB: Introduction to vector-based graphic software-1 (View Options, Tool Box, Palettes, Inspectors)
Session 3: LAB: Introduction to vector-based graphic software-2 (Stroke and Fill, Paths and Paths)
Session 4: PROJECT #1: Black and White Design
       LECTURE: Figure Ground Relationships
Session 5: LECTURE: Compositional Anatomy and Principles
       LAB: Move and Transform, Path Operation and Interrelationships between shapes

Wk 2
Session 6: LAB: Five Preliminary Studies
Session 7: LAB: Five Preliminary Studies
Session 8: LAB: Black and White Design, In-progress critique
Session 9: LAB: Black and White Design
Session 10: LAB: Black and White Design
Session 11: CRITIQUE #1

Wk 5
Session 12: PROJECT #2: Full Grayscale Design
       LECTURE: Illusion of three-dimensional forms
Session 13: LAB: Tint, Mixer, Linear and Radial Gradient Fills, Basic Form Creation
Session 14: LECTURE: Abstraction

Wk 6
Session 15: LAB: Two Preliminary Studies
Session 16: LAB: Two Preliminary Studies
Session 17: LAB: Importing Image graphics, Text Manipulation-1
Session 18: LAB: Text Manipulation-2
Session 19: LAB: Full Grayscale Design
Session 20: LAB: Full Grayscale Design, In-progress critique
Session 21: LAB: Full Grayscale Design
Session 22: LAB: Full Grayscale Design
Session 23: LAB: Full Grayscale Design
Session 24: LAB: Full Grayscale Design
Session 25: CRITIQUE #2

Wk 10
Session 26: Midterm Review
Session 27: LECTURE: Characteristics of Color, Color Relationship Exercise
Session 28: LAB: Color Relationship Exercise
Session 29: LAB: Color Relationship Exercise
Session 30: LAB: Introduction to pixel-based graphic software-1 (Navigation, Selection, Tool Box, Resolution)
Session 31: LAB: Introduction to pixel-based graphic software-2 (Palettes, Swatches, Channels, Brushes, Layers, Info,

Reference

Design Dimensions, Cynthia Dantzic, Prentice Hall, 1990
Using Design Basics to Get Creative Results, Bryan F. Peterson and Lynn Haller, F+W Publications, 1996

S/U Grading

The Request for a New Course or Revision of ART 122