

# Digi

**Course Description** In this class students will be introduced the basics of the world of graphic design. We will cover the use of software for producing images and graphics that are used in the industry; Adobe Illustrator and Adobe Photoshop. Students will learn proper uses and techniques for creating their own images and how to manipulate and enhance existing images for use in real world applications. The students will learn a little bit about the history of graphic design and some of its effect upon the world we see today.

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Some of the projects might include digital illustrations, postcards, flyers, posters, book covers, buttons, and print making. Since this is an art class, creativity will be stressed as will proper use of the technology involved.

Dallyn Zundel  
Graphic Arts Instructor  
435.654.0640 x3745

Upon successful completion of this course the student will have correctly demonstrated the creative process in executing their designs, learned the basics of the Adobe Design software as it applies to print design on the Mac platform. Most of all it is my hope that each student have a great time!

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**Classroom Behavior** It is important for the student to understand the rules and regulations of the classroom.

dallyn.zundel@wasatch.edu

1. The computers are here for the students to work on their projects. Treat them kindly and do nothing to damage the machine or the software inside. Failure to follow this rule will result in the student having to pay for the repair and or replacement of the computer. This can be extremely expensive so be careful

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2. The classroom is designed to enhance the student's ability to learn. Be respectful of it and of the people in the room including other students. We will follow the Golden Rule: Treat others as you would want to be treated. The same goes for treatment of the instructor. Let's all work together to make this an exciting, interesting and fun class.

# Art

**Grading** The student's grade will be determined upon completion and execution of the assignments and exercises. There will be some written quizzes that will cover basic concepts and vocabulary. Assignments and exercises will have a due date. If it is not turned in by the due date, points will be deducted for every day that it is late. This might mean that eventually a given assignment might run out of possible points if turned in too late. Remember that 59% is an F. So if something was worth 10 points and it was turned in 5 days late it would only be worth 5. This is provided that it was to the level of 10 points to begin with. So if you want all of the points possible for the work you did, **turn it in on time**. This policy will be fairly flexible

Available Mondays  
after school or  
by appointment.

for the first couple of weeks or until the students and teacher are comfortable with the way things work in the room. Communicate with the teacher and there will be fewer problems.

# Intro

**Grading Rubric** The grades will be determined based upon the following criteria.

- Deadline was met. If not, points will be deducted from the total based on how many days have gone by since the due date.

# Digital

- Basic criteria for the assignment was met. For example, the student included all necessary elements in the work. Points will be deducted for missing elements, bad spelling, bad grammar, poor punctuation, etc.
- The student applied the principles and techniques covered in the class for that assignment.
- The student used their creativity and imagination in coming up with something interesting.
- Overall quality of the final piece.

# Art

**Attendance** This is vital for this class. New concepts are presented each class period and students who do not attend or are often late can quickly fall behind. The Wasatch High School attendance policy will be administered and enforced in this class.

Citizenship Credit can be earned by making up each absence or tardy beyond four through attendance school All students must earn 28 points of citizenship credit in order to graduate from Wasatch High School

# Graphic

## Citizenship Grading Scale

- **H** = Honor (Exemplary Citizenship, no absences)
- **S** = Satisfactory Citizenship (1 or 2 absences)
- **N** = Needs Improvement (3 absences)
- **U** = Unsatisfactory Behavior, excess tardies. (above 5) (No citizenship credit earned)
- **UA** = Unsatisfactory Attendance (4 or more absences, No credit earned)

# Art

**Late Work** If a student is absent when an assignment is due, they are free to turn it in the first day that they return back to school without penalty. The absence needs to be documented as being legitimate.

**Reworks** If a student is not happy with the grade that they receive on an assignment that was turned in on-time they are free to rework it for a higher score as often as they wish. If the work was not turned in on time to begin with, reworking it for a higher score is not allowed.

# Art

**Supplies** I would suggest that you have some sort of external drive to store your work on in case your computer crashes.

**Remember to have fun.** *I have read and reviewed this disclosure statement. I understand the grading and attendance policies of the classroom. The student will receive 10 points when this is signed by the student and parent/guardian and submitted to the teacher.*

# Intro

Student

Period

Parent/Guardian

Date

**Please be sure that I can read your name. Print it if necessary.**