GRAPHIC DESIGN

ORANGE HIGH SCHOOL

DESCRIPTION:

Graphic Arts is developing art on a digital canvas. The Art of Graphic Design is a hands-on introduction to the art, design and business of graphic design. We will cover the history, processes, creative forms, and production of graphic arts, as well as necessary underlying skills and design principles. Students will be given a broad overview of the language of art and the principles of design through software manipulation. The course also provides and immersion in several artistic, creative, technical and psychological techniques linked to graphic design; Adobe Illustrator, Adobe Photoshop, and Adobe InDesign will be the primary software. Foundation of Digital Design is centered on skill and technique development. Students will apply basic skills to design problems: posters, personal logos, marketing, publication layout, photo editing, and product labels.

TEACHERS:

Ms. Marone
(lmarone@orangeusd.org)

TO SIGN UP FOR A GRAPHIC DESIGN COURSE, CONTACT YOUR OHS COUNSELOR!

FOR MORE INFORMATION, PLEASE EMAIL MRS. TRAN: TNTRAN@ORANGEUSD.ORG

COURSE DESCRIPTIONS

ART OF GRAPHIC DESIGN I (02):
Students in this course will learn the basic concepts and practice of the graphic/digital arts. This includes computer function, design assets and tools, and a condensed history of graphic art. Students will gain an introductory level of art basics and composition including, line, shape, form, texture, color, size, and depth. This will be achieved through learning to utilize Adobe Illustrator, Photoshop, and InDesign.

ART OF GRAPHIC DESIGN II (03):
Students in this course will take their knowledge and practice of the graphic/digital arts further. Designers will learn to analyze, and discuss art through group critiques and peer collaboration. In addition, designers should leave with the knowledge of the design job market and the various careers that can stem from being a graphic designer. At the end of class, designers should have the makings of a strong portfolio to continue to grow throughout their pathway and present beyond high school.

SPYDER LAB (03):
Students will learn how to apply advanced design techniques in real-life applications through creating products for local clients. Through team building, roll-playing business scenarios, and meeting with customers students will understand how to create a product, from idea inception, digital design, print and physical creation, to delivery.

COURSE TYPE	9TH GRADE	10TH GRADE	11TH GRADE	12TH GRADE
GRAPHIC DESIGN	Art of Graphic Design I	NA	Art of Graphic Design II	Spyder Lab (Professional Internship)
A-G APPROVAL	F (Visual and Performing Arts)		F (Visual and Performing Arts)	