

Syllabus

PLATO Course Graphic Design and Illustration Semester B

Course Overview

This one-semester course is intended as a practical, hands-on guide to help you understand advanced concepts of graphic design, including the creation of graphic products such as logos, posters, and magazine covers. The course will also help you explore concepts of multimedia and digital photography. This course has 14 lessons organized into 4 units, plus 4 Unit Activities. Each lesson contains one or more Lesson Activities.

This course will cover the advanced manipulation of images. It will guide you on how to create graphic products such as logos, posters, and magazine covers. This course also covers multimedia and digital photography. In addition, the course covers art criticism in graphic artwork, digital publishing, and the creation of graphic design portfolio.

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:

- Explore advanced image-editing software tools.
- Enhance and retouch a photographic image.
- Create special effects using image-editing software.
- Convert a traditional artwork to a digital format.
- Create a poster.
- Create an effective logo.
- Create a magazine cover.

- Familiarize yourself with the design characteristics of digital media.
- Describe the use of multimedia and the role of graphics in multimedia.
- Create an interactive multimedia presentation using appropriate media and graphics.
- Familiarize yourself with digital photography and produce photographs using design principles and rules of composition.
- Understand art criticism and assess the characteristics of a graphic artwork.
- Create a publication from digital layouts.
- Create a graphic design portfolio.

Prerequisite Skills

PLATO Course Graphic Design and Illustration, Semester B has a prerequisite course, PLATO Course Graphic Design and Illustration, Semester A. Also, 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 B 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
- digital camera
- traditional art materials: pencils, paint, paper, etc.

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: Advanced Manipulation of Images

Summary

In this unit, you will learn how to use advanced manipulation tools to manipulate images. You will explore ways to enhance and retouch photographs. In addition, you will learn how to apply special effects on images. Finally, you will learn how to convert a traditional artwork to a digital image.

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	Advanced Manipulation Tools <i>Use advanced image-editing software tools.</i>	Lesson
4 days: 6–9	Retouching Images <i>Enhance and retouch a photo.</i>	Lesson
4 days: 10–13	Special Effects <i>Describe how to create special effects in image-editing software.</i>	Lesson
4 days: 14–17	Converting Traditional Art <i>Convert a traditional artwork to a digital format.</i>	Lesson
1 day: 18	Para Jumble	Game
5 days: 19–23	Unit Activity/ Threaded Discussion —Unit 1	Unit Activity
1 day: 24	Post-test—Unit 1	Assessment

Unit 2: Creating Graphic Products

Summary

In this unit, you will describe the challenges in poster design and create a poster. You will also describe uses and types of logos and create a logo. Finally, you will discuss different types of magazine covers and create a magazine cover.

Day	Activity/Objective	Type
4 days: 25–28	Poster Illustration <i>Create a poster.</i>	Lesson
4 days: 29–32	Logos <i>Create an effective logo.</i>	Lesson
4 days: 33–36	Magazine Cover <i>Create a magazine cover.</i>	Lesson
1 day: 37	Space Jumble	Game
6 days: 38–43	Unit Activity/Threaded Discussion—Unit 2	Unit Activity
1 day: 44	Post-test—Unit 2	Assessment

Unit 3: Multimedia and Photography

Summary

In this unit, you will explore the design characteristics of digital media. You will also explore the role of graphics in multimedia and learn to create a multimedia presentation. Finally, you will familiarize yourself with digital photography and produce photographs.

Day	Activity/Objective	Type
4 days: 45–48	Digital Media Design <i>Describe the design characteristics of digital media.</i>	Lesson
4 days: 49–52	Multimedia <i>Explore the use of multimedia and the role of graphics in multimedia.</i>	Lesson
4 days: 53–56	Multimedia Presentation <i>Create an interactive multimedia presentation using appropriate media and graphics.</i>	Lesson
5 days: 57–61	Digital Photography <i>Explore digital photography and produce photographs using design principles and rules of composition.</i>	Lesson
1 day: 62	Para Jumble	Game
6 days: 63–68	Unit Activity/Threaded Discussion—Unit 3	Unit Activity
1 day: 69	Post-test—Unit 3	Assessment

Unit 4: Art Criticism, Publishing, and Career Portfolio

Summary

In this unit, you will familiarize yourself with art criticism and evaluate a graphic artwork. You will also explore digital publishing. In addition, you will learn the importance of a portfolio and create a graphic design portfolio.

Day	Activity/Objective	Type
3 days: 70–72	Art Criticism <i>Explore art criticism and assess the characteristics of a graphic artwork.</i>	Lesson
4 days: 73–76	Digital Publishing <i>Create a publication from digital layouts.</i>	Lesson
4 days: 77–80	Graphic Design Portfolio <i>Create a graphic design portfolio.</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