

Woodhaven High School
24787 Van Horn Road
Brownstown, MI 48134
734.783.3333

Course Name: Graphic Communications II

Course Number: 252

Course Credit: 2-(WHS Students) 3-(Transfer Students)

School Year: 2008-2009

Instructor: Michael A. Makielski

Course Description: This course is designed to build upon the foundation of skills developed in Graphic Communications I. Safe and proper usage of materials and equipment is continued to be stressed. Students are expected to increase their proficiency in the various software applications they utilize. Advanced techniques and project development are presented. Students are introduced to basic animation techniques using Maya, the industry standard in animation software. Improving proficiency in all areas of graphic communication processes is a major goal. Career exploration and occupational opportunities are researched and resumes produced in the first class are updated and fine tuned.

Course Objectives: Students will be able to:

- Demonstrate safe and proper usage of lab equipment & materials
- Utilize/select proper software applications when presented with an assignment
- Be able to create, recreate, manipulate, and save illustrations by using vector and pixel-based software applications
- Produce/output products/projects by utilization of the various printing processes & equipment in the lab
- Identify and perform basic finishing operations according to project requirements
- Demonstrate ethical/proper behavior in school and projects
- Prepare accurate cost estimates relating to various processes & products
- Identify & describe design process workflow from conception to output & finishing operations
- Be able to identify and use where appropriate new media; Materials, equipment and technology

Student Competencies: Competencies include:

- Identify processes & equipment used in visual communication
- Demonstrate safe handling of tools, equipment & materials
- Demonstrate proper capture & manipulation of vector and raster images
- Ability to prepare documents utilizing proper elements of design
- Produce assigned & independent projects; Outputting using lab printing presses and image transfer equipment
- Apply research techniques to meet the needs of projects
- Demonstrate an understanding of color theory including the color modes RGB and CMYK
- Describe and have an understanding of current and new imaging technologies as well as the importance of keeping current with emerging technologies.

Required Text: None

References & Other Resources: Materials including classroom sets of software application texts include:

- Exploring Photoshop CS2
- Exploring Illustrator CS2
- Exploring InDesign CS2
- Adobe Premiere Pro Revealed
- Comprehensive Graphic Arts
- Learning Maya

Course Advisory Committee:

- John Hages-Committee Chair
- John Pagels
- Vito Grassa
- Mark Girrback
- Dawn Olson
- John DeBorde
- Rick Hites
- William Kessler
- Tony Pelc
- Richard Burr
- William Romano

Class Assignments: Class assignments include:

- Mini-projects based on software applications and reference materials
- Written and performance based quizzes
- Major assignments including T-Shirts, memo pads, key chains, coffee mugs, mouse pads & ornaments.
- Resume preparation and career & educational opportunities utilizing the Internet and on-line resources

Final Exam:

Final Exams are performance based. Students are expected to utilize software applications and skills developed to design and output a finished product. Actual assignment varies by year and technological advances.

Class Policies: Include:

- Regular and punctual attendance is required and expected
- Daily participation is expected & evaluated
- Lab workstations (computers) are for class assignments
- No cell phone/texting allowed
- No profanity or inappropriate behavior allowed
- Students are expected to come prepared with required materials
- Abuse of computers, lab equipment & materials is unacceptable and may result in disciplinary action up to and including removal from class.

Evaluation & Grading: Student evaluation is based on the following:

- Attendance & Participation (Weekly Time Sheets)
- Quizzes and written assignments
- Mini-projects based on software applications
- Major assigned projects
- Performance-based Exams (Final)

Course Outline:

- Safety & Legal Consideration Review
- Cost estimation and material purchasing
- Imaging Technologies: Offset, Dye-Sublimation, Screen Process, Vinyl Signage, and Digital-Advanced Techniques
- Printing Process Workflow
- Advanced image acquisition & manipulation techniques
- Layout & Design Imposition
- Advanced Bindery & Finishing Operations
- Career preparation including scholarship opportunities, college representative visitations, and Resume and interview techniques

Articulation Agreements: Articulation Agreements and/or Credit Granted:

- Macomb Community College
- Wayne County Community College
- Ferris State University
- Western Michigan University