

Digital  
Design

Ms.  
Wyatt  
Room  
218



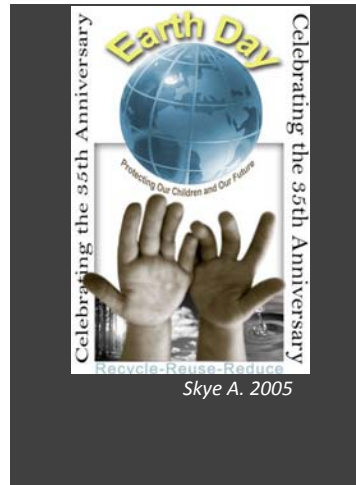
Laura H. 2006

Ms. Wyatt

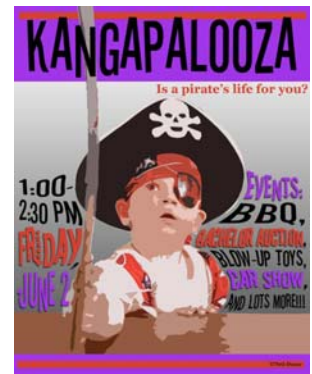
Email: [dwyatt@lwsd.org](mailto:dwyatt@lwsd.org)

Phone: (425) 828-3371 ext. 596

Room 207



Skye A. 2005



Laura O. 2006

## Welcome

Dear students, parents and guardians,

Welcome to Digital Design. Welcome to Digital Design, this is a year long class designed to teach you to apply the principles of visual perception to the practice of visual communication. You will learn about the history of design, typography, color theory and the elements and principles of design. This knowledge will be applied to logo, packaging, promotional designs and developing brand identity. We will be use a sketchbook to expand ideas and the Adobe CS3 software programs as our visual media to create the final image.

Graphic design is problem solving on a flat two-dimensional surface. Your job is to conceive, plan and execute designs that communicate a specific message to a specific audience within given limitations – financial, physical, or psychological. As part of your production process you will manipulate text, layout, images, and color. The goal is to hone your perceptive abilities in the search for the strongest, and generally, most simplistic design.

Our first semester will focus on becoming proficient using the two software programs, while the second semester will be client and portfolio oriented. You will be required to submit work for design competitions and we hope to entice local professionals into the classroom to learn more about the work place. We will be taking a field trip to see Worktank, a Seattle band storyteller.

The following overview provides basic information about the course along with a form at the end which I ask be filled out, signed, and returned to me no later than **Friday, September 12<sup>th</sup>**. If you have any questions please do not hesitate to contact me via email or phone.

All the best,

**Dawn Wyatt**

## Course Content

### Essential Questions:

- What makes a successful design?
- How do designs influence and reflect our world?
- How can designs be composed and combined to create meaning?
- In what ways can technology be used to enhance and enrich the design process?

### Course Structure: What will we do?

- Students will employ a variety of styles and techniques while creating digital design work .
- Students will edit and manipulate digital images using Adobe Photoshop, Illustrator and InDesign CS3.
- Students will practice good storage and backup processes to save and catalog their files.
- Students will prepare designs for print: digital images will be sent to the district print shop.
- Students will share their work with each other in critiques and informal exhibitions.
- Students will examine and discuss the work by famous designers (both past and present).
- Students will create original work that demonstrates their ability to problem for a variety of clients.

<b>Fees – due by Friday, September 12th</b>	
<p><b>\$20.00 lab fee</b></p> <p><b>The lab fee covers:</b></p> <ul style="list-style-type: none"> <li>○ Equipment use and maintenance (printers, scanners, studio lights, etc.)</li> <li>○ Design and poster printing for all projects through the LWSD print shop</li> </ul> <p>We will be using the Adobe CS3 Illustrator, Photoshop and InDesign programs. These are expensive programs which can be downloaded for a free 30 day trial period. Educational version of this program may be purchased for a significant savings through <a href="http://www.journeyed.com">http://www.journeyed.com</a>.</p> <p><i>*Failure to pay the lab fee will be noted on the student's account as a fine, causing ineligibility for sports and inability to receive transcripts until the fee is paid.</i></p>	<p><b>Financial Assistance:</b></p> <p>Funding for students in need of financial assistance for lab and supply fees is available through the Saul Haus Scholarship fund. Students wishing to apply for the scholarship should make an appointment with their counselor asap as scholarship funding is limited.</p>
<b>Required Materials</b>	

**Students are required to provide their own:**

- Portable Flash Drive: Student network storage is not sufficient to cover the size and quantity of images they will need to store. Flash drives are available for purchase at stores like Staples or Office Depot for prices ranging from \$8 (for 1GB) to \$30 for 8GB. A minimum size of 2GB is ideal for this class.
- Digital Camera. It is necessary for each student to have access to a digital camera for this class. Student cameras can be simple point-and-shoot cameras. If you do not have access to a digital camera at home and buying one will be a financial hardship, please consider asking a friend or relative to loan you theirs for the semester.

## Tech Prep College Credit

Did you know that this class is an articulated Tech Prep class?  
 You can receive Community/Technical College credit for a nominal \$25 Tech Prep fee.

To receive the college credit, you must:

1. Be enrolled in a Tech Prep high school class
2. Register online for the Tech Prep high school class - <http://netechprep.org>
3. Pay the \$25 per-college Tech Prep fee
4. Receive a B grade or higher

**Credit Options:** 5 credits – Bellevue Community College

## Policies and Expectations

### Classroom Rules

- ❑ Treat me, as your teacher, with the same respect with which I treat you.
- ❑ Your actions may not cause a problem for anyone else.
- ❑ If you cause a problem, you will be asked to solve the problem.
- ❑ If you cannot solve the problem or choose not to, I will do something about it. What I do will depend upon the situation and the person involved.
- ❑ If I do something that appears to be unfair, you may talk to me about it outside of class time. This will be your opportunity to provide additional information that may make a difference in the consequences I have chosen.

### Classroom Policies

- ❑ A large portion of class time will be devoted to individual work on creative assignments and projects. This time may be used for current projects only.
- ❑ Computer use is for Digital Design work only; those who use their computers appropriately will continue to be allowed daily access to their machines.
- ❑ **Phones and other electronic devices (including iPods etc.) may not be used in the classroom.** Use of personal electronic devices interferes with both my teaching and your learning. If they are not seen or heard they will not be confiscated and sent to Mr. Wenk or Ms. Ballard-Jones to be picked up after school along with a detention.
- ❑ Food or drinks are not allowed in the classroom or computer lab with the exception of lidded water bottles.

### Materials and Equipment

- ❑ Students are expected to clean up after themselves on a daily basis and to take proper care of classroom materials and equipment.
- ❑ If there is a problem, be sure to let me know at the beginning of the period, you will be held responsible for damaged or missing materials.
- ❑ **Keep backpacks and bags** closed, on the floor and out of the aisles.

### Restroom Policy

- ❑ You are allowed (2) 5 minute bathroom breaks per quarter, unused breaks may be transferred to the next quarter. Absences will be recorded for those who take alternate routes, find alternate destinations or exceed the time limit.

### Late Work

- ❑ Work that is **up to four school-days late** may be turned in for up to **70% credit**. Work that is **five or more days overdue**, or the result of an unexcused absence, will not be accepted (**no credit**). You may not work on overdue assignments during class time.
- ❑ If you are absent from class it is your responsibility to find out what we worked on while you were absent—ask a classmate or stop by before or after school to talk to me. You have one additional day to make up and turn in work from each *excused* absence with no penalty.

## Grades

### 80% - Coursework

- ❑ In-class exercises and worksheets
- ❑ Quizzes
- ❑ Creative Projects

### 20% - Participation

- ❑ Monthly Attendance (deductions for tardies and unexcused absences)
- ❑ Citizenship (active participation and contribution to the classroom community)
- ❑ Work Habits (using work time productively and maintaining a positive attitude)

*The most important things you can do to succeed in this class are to come prepared to work every single day and commit to challenging yourself and giving your best effort.*

### Homework

You may expect occasional sketchbook and concept building homework. The majority of students will need to bring their creative projects home for completion outside of class. You are welcome and encouraged to make use of the classroom for additional studio time before and after school everyday except Monday and Wednesday.

### On-line Progress Reports

**Keep track of student progress on-line through the district WebGrader program:**

<http://www.lwsd.org/Parents/Pages/Default.aspx>

click on Parent Access to set up a New User account

### GRADING SCALE

<b>A</b> (100-90%)	Accomplished, mastery, exceptional, outstanding, inovative
<b>B</b> (89-80%)	Great, compentent, capable, valuable, skillful
<b>C</b> (79-70%)	Conventional work, room for improvement and problem solving
<b>D</b> (69-60%)	Incomplete, lack of follow through, inconsistent participation
<b>F</b> (below 59%)	No Effort, lack of motivation for learning, not using class yime, nonparticipation

## Digital Design

### Signature Form – due Sept. 7th

Dear students, parents and guardians:

Upon completion of this course students will have the experience, creative skills, and technical knowledge to undertake many of their own graphic design needs without the aid and expense of hiring a trained professional. This course will also provide an additional edge needed to be competitive in today's work force.

**YOU CAN HELP.** Are you a professional working in the field of graphic design, video gaming, video production, web design, digital imaging, project manager, illustration, or advertising? I would like to take advantage of your expertise and professional connections. Students would benefit hugely from having you **visit our classroom** or from **inviting us into your work space**. Over the past few years we have had some inspirational presentations (John Browning and Edward Merkle) and field trips (Zipper Interactive) thanks to the willingness of parents to get involved and be part of our school community.

**WHAT WE CAN DO FOR YOU.** Do you have a graphic design need? I would like to turn your design trouble into a class project. Please call me and let's make a plan. Your project will run as a class competition and you may choose to provide a prize for the winning design. Just imagine having 30 designers working for you!

Sincerely,

Dawn Wyatt  
Graphic and Visual Arts instructor  
[dwyatt@lwsd.org](mailto:dwyatt@lwsd.org)  
425-828-3371 ext. 596

**Student name:** \_\_\_\_\_ **Period:** \_\_\_\_\_  
(please print)

Student Signature: \_\_\_\_\_

Parent/guardian Signature: \_\_\_\_\_

Parent/guardian Name: \_\_\_\_\_

Relationship to student: \_\_\_\_\_ Daytime Phone #: \_\_\_\_\_

Email: \_\_\_\_\_

Please return only this page to Ms. Wyatt and retain the rest for your future reference.

***Please see the volunteer form on the reverse side of this sheet.***

**Volunteer Form – If you answer NO please put your initials in the box**

Yes	No	Volunteer Opportunities
		<p><b>Guest Speaker</b></p> <p><input type="checkbox"/> I can come in an present</p> <p><input type="checkbox"/> I know someone who would be perfect:</p>
		<p><b>Field Trip</b></p> <p>Company name: _____</p> <p>Area of specialization _____</p> <p>The best time to visit would be: _____</p> <p>Contact: _____</p>
		<p><b>Graphic designer needed</b> – please list the details of your project needs</p> <p>Project:</p> <p>Format:</p> <p>Size:</p> <p>Date needed:</p>

**Contact Information**

Person to contact: \_\_\_\_\_

Profession: \_\_\_\_\_

Company/Employer: \_\_\_\_\_

Relationship to student: \_\_\_\_\_

Email: \_\_\_\_\_ Phone: \_\_\_\_\_

What is the best way to contact you?

Additional details of anything you think would be helpful for me to know.

*Please return only this page to Ms. Wyatt and retain the rest for your future reference*