



Design Graphics

Description

The aim is for students to explore the ways in which we communicate visually and develop a working knowledge of the technical skills necessary to produce a variety of folio works. To promote an understanding of the way in which design is a part of our everyday lives.

Unit Topics

Students engage in and learn the following:

- the Adobe suite (InDesign, Illustrator and Photoshop)*
- Technical drawing skills to depict two and three dimensional objects, stencil art and graffiti art*
- Freehand drawing and rendering of objects to create a realistic effect*
- the Design elements and principles*

Skill Development

Adobe software suite, DSLR camera skills and techniques, Creative Thinking.

Possible Assessment Tasks

The following learning activities will be used to indicate performance:

- A folio documenting the exploration of mediums and the production of finished art works*
- A workbook documenting the development of ideas*
- A research assignment.*

Career Options

Artist, Curator, Photographer, Designer, Conservator, Multi media, Photographic Journalist, Art Teacher, Commercial Artist, Aerial Photographer, Photo Editor, Sports Photographer, Digital Asset Manager, Studio Lighting Assistant, Science Photographer, Commercial Photographer, Fine Art Photographer.