

**GD 55 Course Outline as of Fall 2009****CATALOG INFORMATION**

Dept and Nbr: GD 55 Title: TOOLS, METHODS, MATERIAL

Full Title: Tools, Methods, and Materials

Last Reviewed: 4/14/2014

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.50	17.5	Lecture Scheduled	43.75
Minimum	3.00	Lab Scheduled	1.50	6	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 87.50

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 39 - Total 2 Times

Also Listed As:

Formerly:

**Catalog Description:**

A hands-on course concentrating on the application of basic hand-done illustration and mock-up techniques for the graphic designer. Students will learn how to use a variety of graphic tools, materials, and techniques to create professional quality design projects. Students have an opportunity to learn from demonstration and by application the basic methods of graphic collaging, texture creation, illustration techniques, and mock-ups (comprehensive) techniques. Projects will be taken full cycle with the integration of hand-done illustration to output on digital printers.

**Prerequisites/Corequisites:**

Course Completion of CIS 73.41A and CS 70.11A and GD 51

**Recommended Preparation:****Limits on Enrollment:****Schedule of Classes Information:**

Description: A hands-on course concentrating on the application of basic hand-done illustration and mock-up techniques for the graphic designer. Students will learn how to use a variety of

graphic tools, materials, and techniques to create professional quality design projects. Students have an opportunity to learn from demonstration and by application the basic methods of graphic collaging, texture creation, illustration techniques, and mock-ups (comprehensive) techniques. Projects will be taken full cycle with the integration of hand-done illustration to output on digital printers. (Grade Only)

Prerequisites/Corequisites: Course Completion of CIS 73.41A and CS 70.11A and GD 51

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Total 2 Times

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 2009	Inactive: Fall 2020
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Not Certificate/Major Applicable

## **COURSE CONTENT**

### **Outcomes and Objectives:**

Upon completion of the course, students will be able to:

1. Differentiate among a variety of substrates and apply them effectively to design projects.
2. Create various textures using alcohol based inks, watercolors, patinas, crackle varnish, acrylic mediums, marbling, and then use them effectively to produce a collage illustration.
3. Conceive and produce simple, stylized graphic illustrations using scratchboard, linocuts, pastels, colored pencils, stamping and clay sculpture, and found objects techniques.
4. Produce pop-ups and paper sculpture demonstrating an ability to cut precisely, score carefully, and use adhesives effectively.
5. Fabricate handmade paper to be used in creating collage illustrations and background textures.
6. Conceive and produce images using hand-done lettering techniques such as brush lettering, torn paper, stencil, and spray techniques.
7. Conceive graphic design projects inspired by a variety of outside resources.
8. Create handmade journals using a variety of binding techniques.
9. Create illustrations that exhibit knowledge of the design principles.
10. Create illustrations using handmade techniques, scan into the desktop computer, and adjust in Photoshop, place in InDesign, add appropriate typography, and print out on the digital printer.
11. Repeating students will be expected to create work at higher levels of design and illustration techniques.

**Topics and Scope:**

1. Substrates for handmade design
2. Basic hand-done illustration tools and techniques
3. Textures with acrylic mediums, crackle mediums, alcohol inks and patinas
4. Handmade paper
5. Marbling paper
6. Hand done letterforms
7. Textures with watercolor
8. Book binding
9. Colored pencils and pastels
10. Scratchboard
11. Embossing and metal leafing
12. Linocut and stamping
13. Screen printing
14. Found objects and ephemera illustration
15. Clay sculpture illustration
16. Pop-ups and paper sculpture
17. Using a variety of outside resources for inspiration
18. Advanced hand done illustration techniques for repeating students.

**Assignment:**

1. Book cover made of an abstract collage of textures.
2. Project made of ephemera collage.
3. Found objects illustration - for example, of a celebrity.
4. Clay sculpture for a class project.
5. Shopping bag design.
6. Class portfolio: 10 - 15 lab exercise of techniques; 9 thumbnails for each project; roughs, workflow, budget form, and time sheets.
7. Design journal showing examples of techniques covered in class.
8. Read 15 to 20 pages per week.
9. Repeating students will be expected to perform with a greater degree of design and illustration proficiency.

**Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing  
0 - 0%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Design Journal; Hand done illustration and letterform; Hand made textures using a variety of mediums; Concept Portfolio: thumbnails, roughs, workflow, budget and time sheets for each project

Problem solving  
25 - 40%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Book cover; Ephemera project; Found object illustration, 3D sculpture; Shopping bag design

Skill Demonstrations  
50 - 65%

**Exams:** All forms of formal testing, other than skill performance exams.

None

Exams  
0 - 0%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Concept portfolio

Other Category  
0 - 10%

### **Representative Textbooks and Materials:**

Handmade Elements in Digital Design, by Carmen Sheldon, PeachPit Publications, 2009.