

# Digital Media (Pre-College Art & Design Summer Program)

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## Contact information

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## Information

**description** This seminar introduces the student to computer generated imagery, particularly as it relates to graphic design. Students learn Macintosh programs as a basis for exploring new ways of problem solving by combining images, text, and technology. No computer experience is necessary.

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## Objectives

- To explore technology as a tool for creative expression and visual communication
  - To develop an introductory skill set using Adobe Photoshop, Adobe Illustrator, and Adobe InDesign
  - To develop the ability to navigate the Macintosh platform and an understanding of core computing principles
  - To develop introductory knowledge of core computer graphics and graphic design concepts and terminology
  - To explore the use of scanners, printers and digital cameras
  - To develop an understanding of the importance of craftsmanship, presentation, professionalism and ethical practices
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## Methodology

This seminar will contain lecture, demonstration and case study, but will predominantly be hands-on using tutorials and projects.

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## Course content

This seminar will be divided into sections, each focusing on a particular software.

### Sections

- 1 Introductory computer skills
- 2 Photoshop
- 3 Illustrator
- 4 Digital Photography and InDesign

### Projects

*My hope is that we'll complete at least 5 of the 7 projects. The number will be determined by the speed of our progress.*

**Radial Collage Clock Face** You will create a radial collage clock face by scanning found objects or old photos and compiling them with Photoshop. They will be printed and mounted into a real clock.

**Distressed Self Portrait** This project will explore creating a self portrait using various distressing techniques and effects with Photoshop and a digital photograph of yourself.

**Vector City** This project utilizes Illustrator's flat graphics style to render a modern inspired illustration of a city building.

**Traditional / Digital Drawing** This project combines traditional drawing with digital techniques to colorize and manipulate scans from your sketchbook or drawings from a digital tablet.

**Details** This project focuses on capturing the often overlooked detail and texture of everyday objects and locations using digital cameras. The photos will be arranged in a gridded layout using InDesign.

**Type Form** We will discuss the use of type and typefaces then use Illustrator and type characters to create an illustration.

**Patterned Takeout Box** This project branches out into the third dimension by focusing on the design and construction of a takeout box utilizing Illustrator and scans of fabric swatches.

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## Recommended Materials

**notes** Three ring binder for printed materials

**presentation** Xacto knife with extra blades,  
Ruler, Ink jet paper (you will purchase  
from the print room as needed),

**storage** USB Flash Drive or External Hard Drive, CD-Rs

**text** (recommendations for further  
exploration past the seminar)

*introductory*

- Weinmann, Elaine and Lourekas, Peter;  
Photoshop CS4 for Windows and  
Macintosh: Visual QuickStart Guide.
- Weinmann, Elaine and Lourekas,  
Peter; Illustrator CS4 for Windows and  
Macintosh: Visual QuickStart Guide.

*advanced*

- Dayton, Linnea & Gillespie, Cristen  
Photoshop CS3 / CS4 Wow! Book
- Steuer, Sharon The Adobe  
Illustrator CS4 Wow! Book

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## Student Responsibilities

**notes** Take notes. I will try to make as many  
materials available to you as I can, but please  
remember that it is your responsibility to  
retain and maintain the information.

**participation** It is important that you are an  
active member of the seminar. Completing  
projects, asking questions, making comments,  
voicing your opinion, helping others, talking about  
your's and other's work – this is what I expect.

**misc.** Please make sure any bothersome gizmos  
such as: cell phones, iPods, etc. are turned off.  
Also refrain from using the internet, chatting,  
etc. during class time unless appropriate.

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## Grading

Though you will not be graded, I expect you to take  
the projects and materials discussed seriously with  
the intent to increase your skill set and gain exposure  
to computer graphics and graphic design. The last  
day of the program will be spent setting up and  
presenting your work to your peers and parents.