

# Graphic Arts

## Course Syllabus

- I. Class Expectations
- II. Grades
  - A. First Demonstration
  - B. Second Demonstration
  - C. S.O.A.R.
- III. Supply List
- IV. Class Rules

### I. Class Expectations

We will mostly be making art using Adobe Photoshop and Adobe Illustrator, but there will also be days that we read, take notes, and have class discussions. Art is not just about making stuff, we also have to think, react, reflect, and analyze. Artists are very smart people, and every famous artist has had to research, read, and write for their artwork.

### II. Grades

Your grade will come from your performance in three categories: first demonstration of a skill/skills (10%), second demonstration of a skill/skills (80%), and a S.O.A.R. grade (10%).

First demonstration of a skill or skills is usually something we do together as a class. Most of the time, this will mean learning a new tool in Photoshop or Illustrator.

The second demonstration will be the art project you turn in. This project will use the skills we learned in the first demonstration.

Late work can be made up during class only a) on benchmark make-up days, b) after school, or c) once the current project has been completed.

S.O.A.R. grades are worth 10% of your grade. Every week you will have the opportunity to earn one point for every day we have class. To earn the point, you must meet the four criteria of S.O.A.R.

**S.** Supportive Language (verbal interactions)

**O.** On Time (in your seat and logging in before bell rings)

**A.** Appropriate (behavior - class rules also apply here)

R. Readiness (prepared for class)

### III. Supplies

What you need for class:

- Notebook or sketchbook or folder
- Flash drive, 1GB or higher

### IV. Class Rules

We will have more specific rules depending on what activity we are doing (CHAMP). The rules below will apply no matter what the activity:

1. NO FOOD OR DRINK IN THE COMPUTER LAB
2. NO ELECTRONIC DEVICES!
3. Don't talk while I am talking.
4. Raise your hand for questions.
5. Ask unrelated questions AFTER the lecture.
6. Go to the bathroom before class.
7. Respect the workspace - if you see graffiti or damage to the computer, tell me immediately.
8. Respect each other.
9. NO GAMES
10. NO Instant Messaging or Email
11. No Music, unless you have headphones and it is an independant working time (not a demonstration or lecture)
12. If you complete a project, and you don't have any missing work, you can work on homework for other classes.

### COPYRIGHT INFRINGEMENT

We will be using images from the internet quite frequently. Because it is illegal to use other's artwork in your own projects, we must be careful to change the images enough so that they become our own. Do not use images like clip art or cartoons in your work.