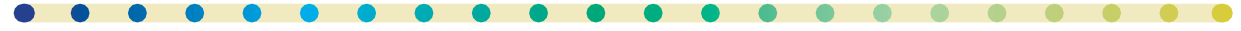


GDS-2140-01	MWF	8:10-10:25	[ARTS 301]
ART-1150-03	MWF	10:40-12:55	[ARTS 301]
office hours	MWF	1:00-2:00	by appointment
ART-1150-02	MWF	2:00 - 4:15	[WIL221]

→ >> | **DIGITAL ART & DESIGN CALENDAR:** MWF. [2 HRS. 15 MIN.]

**The following schedule is subject to change, but provides a fairly reliable indication of the pace, assignments, and major deadlines that you will need to plan for this semester. If you have any questions please feel free to contact me at: cdyer@highpoint.edu.

- Any item on the calendar below that is not completed in class is required to be completed for homework.



WEEK. **DATE.** **ASSIGNMENT / TASK.**

OVER-VIEW / WELCOME.	8-19	SYLLABUS / WELCOME / OVERVIEW.	- a. _ "Start" Video Link: <LINK>
			- b. _ Syllabus Link: <LINK>
			- c. _ Website Link: <LINK>
			- d. _ Other Course Information... <LINK>
			_ Critique Process:
		_ Submission Process:	
		_ Design Process Considerations:	
		_ FAQ's	
		_ Resources	

WEEK 1.	8-23 8-25 8-27	UNIT 01: DIGITAL SYSTEMS & METHODS. / AI / PS / IND
		> . Project Guidelines Link: <LINK>
		> . Assignment Process: <LINK>

[QUICK PREPARATION NOTES.] [\[CRITIQUES. 2D DESIGN.\]](#)

U01. A. [ADOBE ILLUSTRATOR EXPERIMENTS. \[W01-W03\]](#)

- READINGS:** ___ *Graphic Design Thinking*, by Ellen Lupton, ISBN-10: 1568989792
 ___ *Design Is Storytelling*, by Ellen Lupton, ISBN-10: 194230319X
 ___ *Graphic Design: The New Basics*, by Ellen Lupton, ISBN-10: 9781616893323
 ___ *Area 2*, by Editors of Phaidon Press, ISBN-10: 0714848557

WEEK 2.	8-30 9-1 9-3	[Continue U01.A.]
		! READING: Start. Graphic Design: The New Basics. [See Requirements for Paper B]
		! READING: Start. Graphic Design Thinking. [See Requirements for Paper A]

WEEK 3.	9-6 9-8 9-10	[Continue U01.A.]
		DUE: ___ U01. A. ADOBE ILLUSTRATOR. Due: 9-12, 11:59 pm

WEEK 4.	9-13 9-15 9-17	U01. B. ADOBE PHOTOSHOP EXPERIMENTS. [W04-06]
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WEEK 5. 9-20
9-22
9-24

[Continue U01.B.]

! [TECHNICAL SKILLS & SOPHWARE](#) [Watch video and study for the Technical Test] [<LINK>](#)

WEEK 6. 9-27
9-29
10-1

U01. C. [4D / ANIMATION EXPERIMENTS. \[W06\]](#)



DUE: ___ U01. B. [ADOBE PHOTOSHOP.](#) Due: 10-3, 11:59 pm

___ U01. C. [4-D / ANIMATION.](#) Due: 10-3, 11:59 pm

WEEK 7. 10-4
10-6
10-8

U01. D. [ADOBE INDESIGN BOOKLET LAYOUT. \[W07-W09\]](#) Classification Book.

WEEK 8. 10-11
10-13
10-15

[FALL BREAK WEEK.]

WEEK 9. 10-18
10-20
10-22

[Continue U01.D.]



DUE: ___ U01. D. [ADOBE INDESIGN.](#) Due: 10-24, 11:59 pm

___ ! [PAPER A. GRAPHIC DESIGN THINKING.](#) Due: 10-24, 11:59 pm

___ ! [PAPER B. CRITIQUE & E.P. OF DESIGN.](#) Due: 10-24, 11:59 pm

___ ! [TECHNICAL TEST.](#) Due: 10-24, 11:59 pm

UNIT 02. **COLOR EXPERIMENTS + CUBE PACKAGE.**



> . Color Experiments Guidelines Link: [<LINK>](#)

> . Cube Package Guidelines Link: [<LINK>](#)

WEEK 10. 10-25
10-27
10-29

Section 01: [COLOR EXPERIMENTS.](#)

Section 02: [CUBE PACKAGE.](#)

WEEK 11. 11-1
11-3
11-5

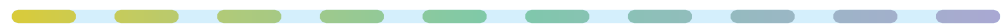
Section 02: [CUBE PACKAGE.](#)



DUE: ___ U02. [COLOR EXPERIMENTS + CUBE PACKAGE.](#) Due: 11-07, 11:59 pm

WEEK 12. 11-8
11-10
11-12

UNIT 03. **ZINE PACK.**



> . Zine Pack Guidelines Link: [<LINK>](#)

Part 01 - 04: [ZINE 01. ZINE 02.](#)

WEEK
13.
[11-15](#)
[11-17](#)
[11-19](#)

Part 04: [ZINE 03. LABEL.](#)



DUE: __. U03. **ZINE PACK.**

Due: 11-21, 11:59 pm

WEEK
14.
[11-22](#)
[THANKS-GIVING](#)
[BREAK](#)

UNIT 04. **IDENTITY MATRIX.**



>. Identity Matrix Guidelines Link:

[<LINK>](#)

[11-24](#)
[11-26](#)

Part 01 - 04: [UNIQUE THINGS / 15 SHAPES / RESEARCH / MARKS /SYMBOLS.](#)

WEEK
15.
[11-29](#)
[12-1](#)
[12-3](#)

Part 05 - 08: [TYPE EXPERIMENTS / COMBINATIONS / BUSINESS CARDS / PRESENT WORK.](#)

WEEK
16.
[12-6](#)
[12-8](#)



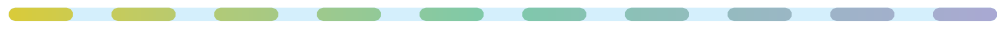
DUE: __. U04. **IDENTITY MATRIX.**

Due: 12-8, 11:59 pm

FINAL
EXAM
WEEK
[12-11](#)
[12-12](#)
[12-13](#)

WEEK
17.
[12-14](#)
[12-15](#)
[12-16](#)
[12-17](#)

RESEARCH PAPER B.



>. Research Paper Guidelines Link:

[<LINK>](#)



DUE: **RESEARCH PAPER B.**

Due Final Exam Day, 11:59 pm