

School of Design

Course Title	Intro to the Adobe Creative Suite
Course #	GD 113-A
Credit Hours	A 3-credit studio class requires 6 hours of classroom instructional time and at least 3.5 hours of student work per week outside of classroom time for a 15-week course.
Semester	Fall 2016
Prerequisites	None
Class Meetings	Mondays and Wednesdays, 8AM to 10:50PM, Room: SD-124

INSTRUCTOR INFORMATION

Instructor	Professor Christopher Previte
Office Location	SoD 122
Office Hours	Mondays, 11AM to 12PM
Phone Number(s)	Office: 617-928-4636
E-Mail Address	cprevite@mountida.edu
Homepage	Canvas Course Site or http://christopherprevite.com/gd113.html

COURSE DESCRIPTION AND LEARNING OUTCOMES

Course Description	This course introduces three essential software programs for the visual artist: Adobe Photoshop, Adobe Illustrator and InDesign. In addition to exploring each program individually, students learn how to integrate them in stages culminating in a final, production-ready document. Designed primarily for first year graphic design students.
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<p>Student Learning Outcomes and Assessment Methods</p>	<p>In order to successfully complete this course, you must demonstrate that you possess the following learning outcomes as determined by your performance on the corresponding assessments:</p> <p>1. Demonstrate a working knowledge of the three major software applications used by graphic designers throughout the industry: Adobe InDesign, Illustrator, and Photoshop.</p> <ul style="list-style-type: none"> • ACC Outcomes: Critical Thinking, Creative Thinking, Technology Competency and Professional Preparation • Assessments: Demonstrated through review questions, exercises and projects. • Metrics: Assessment sheets <p>2. To apply the principles of layout, typography, image editing, and graphics using Adobe InDesign, Illustrator, and Photoshop.</p> <ul style="list-style-type: none"> • ACC Outcomes: Critical Thinking, Oral and Written Communication, Quantitative Reasoning, Creative Thinking, Technology Competency, and Professional Preparation • Assessments: Demonstrated through projects. • Metrics: Assessment sheets <p>3. To apply the principles of real life, multiple page design using Adobe InDesign.</p> <ul style="list-style-type: none"> • ACC Outcomes: Critical Thinking, Quantitative Reasoning, Creative Thinking, Technology Competency, and Professional Preparation • Assessments: Demonstrated through projects. • Metrics: Assessment sheets <p>4. Demonstrate the ability to apply creative self-expression through the use of the computer, design software and associated equipment such as scanners, printers, cameras, and copiers.</p> <ul style="list-style-type: none"> • ACC Outcomes: Critical Thinking, Quantitative Reasoning, Creative Thinking, Technology Competency, and Professional Preparation • Assessments: Demonstrated through projects. • Metrics: Assessment sheets <p>5. Learn to critique and be critiqued by other students.</p> <ul style="list-style-type: none"> • ACC Outcomes: Critical Thinking, Quantitative Reasoning, Creative Thinking, Technology Competency, and Professional Preparation • Assessments: Demonstrated through critiques and presentations. • Metrics: Assessment sheets
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<p>Description of Assessment Methods</p>	<p>Your grade will be based on attendance, class participation, in-class exercises, design projects, quizzes, and a final project. Work turned in after the deadline will lose a full grade per class day late. Work and executions that are copied from others or otherwise plagiarized will receive a failing grade.</p> <p>1. The following is the breakdown of your grade: Design Projects (9) - worth 50% Your projects serve as the principle means through which the student demonstrates the objectives of their learning. Please see the requirements in this syllabus. An assessment sheet will also be provided.</p> <p>In-Class Exercises (3) - worth 15% In-class exercises are for your benefit in demonstrating the skill-set learned during that day's class. An absence on the day of an in-class exercise will be marked as a zero.</p> <p>Quizzes (5) - worth 10% Quizzes will be given that will assess your learning, through multiple choice; fill in the blank, and short answer questions.</p> <p>Final Project (1) - worth 25% Your final project involves more thought, process, and development than your other projects require, and therefore is worth more. A final presentation will take place during final exam time.</p> <p>2. DUE DATES for all design projects, in-class exercises, and quizzes:</p> <table border="1"> <thead> <tr> <th>PROJECT/IN-CLASS EXERCISE/QUIZ</th> <th>DUE DATE</th> </tr> </thead> <tbody> <tr> <td>• PROJECT 1 - Retro Movie Poster of the '40s or '50s</td> <td>WEEK 2, Wednesday, September 14</td> </tr> <tr> <td>• Quiz #1: Layer Basics</td> <td>WEEK 2, Wednesday, September 14</td> </tr> <tr> <td>• Quiz #2: Basics of Sections and Masks</td> <td>WEEK 3, Wednesday, September 21</td> </tr> <tr> <td>• PROJECT 2 - New Orleans Jazz Festival</td> <td>WEEK 4, Wednesday, September 28</td> </tr> <tr> <td>• PROJECT 3 – The Accounting Team</td> <td>WEEK 5, Monday, October 3</td> </tr> <tr> <td>• PROJECT 4 - Three Way Holiday</td> <td>WEEK 6, Wednesday, October 12</td> </tr> <tr> <td>• In-Class EXERCISE 1 – Boston Skyline</td> <td>WEEK 7, Monday, October 17</td> </tr> <tr> <td>• Quiz #3: Vector Basics</td> <td>WEEK 7, Wednesday, October 19</td> </tr> <tr> <td>• In-Class EXERCISE 2 – Pieces Parts Pieces</td> <td>WEEK 8, Monday, October 24</td> </tr> <tr> <td>• PROJECT 5 – Vector Celebrity Portrait</td> <td>WEEK 9, Monday, October 31</td> </tr> <tr> <td>• Quiz #4: Typographic Anatomy</td> <td>WEEK 9, Wednesday, November 2</td> </tr> <tr> <td>• PROJECT 6 – Typographic Poster Design</td> <td>WEEK 10, Monday, November 7</td> </tr> <tr> <td>• PROJECT 7 – Many Logo Iterations</td> <td>WEEK 11, Monday, November 14</td> </tr> <tr> <td>• Quiz #5: Grid Recognition</td> <td>WEEK 12, Monday, November 21</td> </tr> <tr> <td>• PROJECT 8 – Fishy Grids</td> <td>WEEK 12, Monday, November 21</td> </tr> <tr> <td>• PROJECT 9 – File Prep Two Ways</td> <td>WEEK 13, Monday, November 28</td> </tr> <tr> <td>• In-Class EXERCISE 3 – Paragraph Cleanup</td> <td>WEEK 13, Wednesday, November 30</td> </tr> <tr> <td>• FINAL PROJECT 10 – About Town A&E Booklet (final draft)</td> <td>WEEK 15, Monday, December 12</td> </tr> <tr> <td>• FINAL PROJECT 10 – About Town A&E Booklet (presentation)</td> <td>T-F, December 13-16 (TBD)</td> </tr> </tbody> </table>	PROJECT/IN-CLASS EXERCISE/QUIZ	DUE DATE	• PROJECT 1 - Retro Movie Poster of the '40s or '50s	WEEK 2, Wednesday, September 14	• Quiz #1: Layer Basics	WEEK 2, Wednesday, September 14	• Quiz #2: Basics of Sections and Masks	WEEK 3, Wednesday, September 21	• PROJECT 2 - New Orleans Jazz Festival	WEEK 4, Wednesday, September 28	• PROJECT 3 – The Accounting Team	WEEK 5, Monday, October 3	• PROJECT 4 - Three Way Holiday	WEEK 6, Wednesday, October 12	• In-Class EXERCISE 1 – Boston Skyline	WEEK 7, Monday, October 17	• Quiz #3: Vector Basics	WEEK 7, Wednesday, October 19	• In-Class EXERCISE 2 – Pieces Parts Pieces	WEEK 8, Monday, October 24	• PROJECT 5 – Vector Celebrity Portrait	WEEK 9, Monday, October 31	• Quiz #4: Typographic Anatomy	WEEK 9, Wednesday, November 2	• PROJECT 6 – Typographic Poster Design	WEEK 10, Monday, November 7	• PROJECT 7 – Many Logo Iterations	WEEK 11, Monday, November 14	• Quiz #5: Grid Recognition	WEEK 12, Monday, November 21	• PROJECT 8 – Fishy Grids	WEEK 12, Monday, November 21	• PROJECT 9 – File Prep Two Ways	WEEK 13, Monday, November 28	• In-Class EXERCISE 3 – Paragraph Cleanup	WEEK 13, Wednesday, November 30	• FINAL PROJECT 10 – About Town A&E Booklet (final draft)	WEEK 15, Monday, December 12	• FINAL PROJECT 10 – About Town A&E Booklet (presentation)	T-F, December 13-16 (TBD)
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COURSE CALENDAR AND SCHEDULE

Week	Day/Date	Weekly Topics and Events
1	Wednesday September 7	<p>COURSE OVERVIEW and INTRO TO THE ADOBE SUITE Class Goal: Explain and discuss the purpose of this course, its objectives and goals, course policies, and how it fits into your design education. Discuss the instructor's expectations and the students' responsibilities including class projects, quizzes, and homework. We will review the syllabus.</p> <p>Discuss the professional workflow process and how Adobe fits into that today and historically.</p> <p>Discuss & Demonstrate: Adobe CC overview; How these apps work together. Photoshop basics (including the interface, tools, panels & menus), and working with files.</p> <p>Tools & Techniques: Overview of all tools in the tool bar and most palettes. Preset and custom workspaces.</p> <p>Note: Welcome to class. Let's learn something together. ---</p>
2	Monday September 12	<p>PHOTOSHOP: LAYER BASICS Class Goal: Discuss and demonstrate using layers to organize your concepts and prepare the file for hand-off to a client, or for publication. Demonstrate how using layers properly will improve the creativity of the desired project. Discuss the concept of layers and why they are so important. Learn the things you can do with Layers. Understand the importance of clean and labeled layers.</p> <p>Discuss & Demonstrate: All about layers (one panel, so many possibilities), basic compositing</p> <p>Tools & Techniques: The layers panel, eraser tool</p> <p>On the Side: All about critiques</p> <p>Note: Like an onion, Photoshop utilizes layers. Unlike an onion, Photoshop will not make you cry (well...waitaminute). ---</p> <ul style="list-style-type: none"> • Homework: PROJECT 1 - Retro Movie Poster of the '40s or '50s

2	Wednesday September 14	<p>PHOTOSHOP: SELECTIONS AND MASKS Class Goal: Demonstrate the various tools and ways you can make a selection, isolate an object or area, and remove backgrounds. Understand the importance of selections when working with a pixel-based program such as Photoshop. Contrast the difference in defining "objects" in vector-based programs (such as Illustrator). Discuss feathering, and refining a selection.</p> <p>Discuss & Demonstrate: The importance of practicing and mastering the selection and refinement process. A word about the History panel.</p> <p>Tools & Techniques: Marquee Tools, Lasso Tools, Magic Wand Tool, Quick Selection Tool, Channels and Paths Panels, Quick Mask Mode, History Panel</p> <p>Note: Ooh, ooh – select me! Select me! --- <ul style="list-style-type: none"> • Quiz #1: Layer Basics • DUE: PROJECT 1 - Retro Movie Poster of the '40s or '50s • Homework: NA </p>
3	Monday September 19	<p>PHOTOSHOP: MORE SELECTIONS AND MASKS Class Goal: Continue working with the various tools and ways you can make a selection, isolate an object or area, and remove backgrounds.</p> <p>Discuss & Demonstrate: The importance of practicing and mastering the selection and refinement process. More practice with the History panel.</p> <p>Tools & Techniques: Marquee Tools, Lasso Tools, Magic Wand Tool, Quick Selection Tool, Channels and Paths Panels, Quick Mask Mode, History Panel</p> <p>Note: Ants are marching, antennae waving. --- <ul style="list-style-type: none"> • Homework: PROJECT 2 - New Orleans Jazz Festival </p>
3	Wednesday September 21	<p>PHOTOSHOP: COLOR MANAGEMENT Class Goal: Introduce Photoshop's color management system. Learn how to utilize the swatches panel, how to create and save color palettes (for specific projects) and how to understand and work correctly with proper resolution. Understand the importance of this knowledge with relation to publishing (electronic and printed).</p> <p>Discuss & Demonstrate: The importance of proper color management.</p> <p>Tools & Techniques: Color panels and functions. Exercises demonstrating proper color management.</p> <p>Note: Hey – does this hexadecimal color make me look fat? --- <ul style="list-style-type: none"> • Quiz #2: Basics of Selections and Masks </p>

4	Monday September 26	<p>PHOTOSHOP: PROPER USE OF FILTERS Class Goal: Discuss the sophistication of Photoshop filters and the many ways you can incorporate effects into your imagery. Discuss the value of restraint in using filters. Understand the value of using filters.</p> <p>Discuss & Demonstrate: Examples of overuse of filters. Why you can't have frosting with no cake.</p> <p>Tools & Techniques: Filter Gallery</p> <p>Note: I'd like to look like a Rembrandt portrait but with the lighting of Monet. Or is that Manet? --- • DUE: NA</p> <p>• Homework: Continue PROJECT 2 - New Orleans Jazz Festival</p>
4	Wednesday September 28	<p>PHOTOSHOP: BRUSHES, RETOUCHING, AND ADJUSTMENTS (DESTRUCTIVE v. NON-DESTRUCTIVE) Class goal: Introduce the basics of photo-retouching using brushes, and various retouching tools. All about adjustments. Discuss the role of photo retouching in society.</p> <p>Discuss & Demonstrate: Common "bad photo" scenarios and what you can do to improve them.</p> <p>Tools & Techniques: Content aware brush and fill, brush tools, clone tool, replace color panel</p> <p>Note: Do you think you could me look taller? And younger? --- • Quiz #: NA</p> <p>• DUE: PROJECT 2 - New Orleans Jazz Festival</p> <p>• Homework: PROJECT 3 – The Accounting Team</p>
5	Monday October 3	<p>PHOTOSHOP: SIZING AND ADJUSTING PIXEL-BASED IMAGES Class goal: To understand how resolution works and best practices for keeping proper resolution.</p> <p>Discuss & Demonstrate: The basics of "resolution" in production. The easiest and most effective ways to re-size, crop, flip, and rotate images.</p> <p>Tools & Techniques: Crop Tool, Image Size</p> <p>Note: My New Years resolution is 300ppi. --- • Quiz #: NA</p> <p>• DUE: PROJECT 3 – The Accounting Team</p> <p>• Homework: NA</p>

5	Wednesday October 5	<p>PHOTOSHOP: BLENDING MODES AND LAYER STYLES Class Goal: To learn more complex uses of blending modes for combining images.</p> <p>Discuss & Demonstrate: Better use of blending modes to create more specific effects. Merging images to create mood and atmosphere.</p> <p>Resource: Photoshop's Five Essential Blend Modes For Photo Editing http://www.photoshopessentials.com/photo-editing/layer-blend-modes/</p> <p>Tools & Techniques: Blending Modes Panel, Layer Styles Panel</p> <p>Note: Overlay ahead. Merge baby – MERGE! --</p> <ul style="list-style-type: none"> • DUE: NA • Homework: PROJECT 4 - Three Way Holiday
6	Monday October 10 (No Class Columbus Day)	NO CLASS
6	Wednesday October 12	<p>PHOTOSHOP: IN-CLASS PROJECT Class goal: Create a more complex image montage incorporating everything we've learned to this point.</p> <p>Discuss & Demonstrate: The in-class Exercise.</p> <p>Tools & Techniques: Everything you have learned to this point.</p> <p>Note: Love that dirty water – Awwwww Photoshop you're my home. ---</p> <ul style="list-style-type: none"> • Quiz #: NA • DUE: PROJECT 4 - Three Way Holiday • Homework: Complete In-Class EXERCISE 1 – Boston Skyline

7	Monday October 17	<p>ILLUSTRATOR: INTRODUCTION AND ALL ABOUT VECTORS Class Goal: Introduction to Illustrator basics (including the interface, tools, panels & menus – looks familiar, no?), and art boards.</p> <p>Discuss & Demonstrate: What's so special about vectors and how do they work well (and not so well) with pixel-based software (a la Photoshop).</p> <p>Tools & Techniques: Overview of all tools in the tool bar and most pallets. Setting up the grid. Preset and custom workspaces. Basic shape creation. Layers panel.</p> <p>Note: Wow! It's just like Battle Ship. --- • Quiz #: NA • DUE: In-Class EXERCISE 1 – Boston Skyline • Homework: NA</p>
7	Wednesday October 19	<p>ILLUSTRATOR: A SELECTION OF A DIFFERENT SORT Class Goal: To understand how vector shapes are built, bounding boxes, anchors, and more. How can I take these shapes apart to create new ones? How can I merge them together?</p> <p>Discuss & Demonstrate: Breaking down vector shapes and the tools needed to transform them. Also, color fills and strokes. We will have an in-class exercise.</p> <p>Tools & Techniques: Selection Tool, Direct Select Tool, Alignment and Distribution, Pathfinder Pallet, Color Pallet.</p> <p>Note: And with surgical precision a square becomes...two triangles. --- • Quiz #3: Vector Basics • DUE: NA • Homework: Complete In-Class EXERCISE 2 – Pieces Parts Pieces</p>
8	Monday October 24	<p>ILLUSTRATOR: DRAWING IN ILLUSTRATOR Class Goal: To introduce the pen and pencil tool and begin learning to draw with these tools. We will also contrast them against Photoshop's brush tools.</p> <p>Discuss & Demonstrate: Working with the pen and pencil tool.</p> <p>Tools & Techniques: Pen Tool, Pencil Tool, Selection Tool, Direct Select Tool</p> <p>Note: Is there a digital pencil sharpener included? --- • Quiz #: NA • DUE: In-Class EXERCISE 2 – Pieces Parts Pieces • Homework: NA</p>

8	<p>Wednesday October 26 (Mid-Semester Grades Due)</p>	<p>ILLUSTRATOR: MORE DRAWING IN ILLUSTRATOR Class Goal: To continue working with the pen and pencil tool. Lots of in-class practice toward mastering these tricky tools.</p> <p>Discuss & Demonstrate: Tracing, Freehand Drawing, Use of Tablets</p> <p>Tools & Techniques: Pen Tool, Pencil Tool, Selection Tool, Direct Select Tool</p> <p>Note: Digital graphite is so pretty. --- • Quiz #: NA</p> <p>• DUE: NA</p> <p>• Homework: PROJECT 5 – Vector Celebrity Portrait</p>
9	<p>Monday October 31 (Halloween)</p>	<p>ILLUSTRATOR: TYPOGRAPHY BASICS Class Goal: Typography basics as they are applied in Illustrator.</p> <p>Discuss & Demonstrate: Use of the type tool, type on a path, type boxes, typographic adjustments, working with paragraphs, and laying out copy.</p> <p>Tools & Techniques: Type Tool, Character and Paragraph Pallets.</p> <p>Note: Nothing you learn here will be counter to your typography class. --- • Quiz #: NA</p> <p>• DUE: PROJECT 5 – Vector Celebrity Portrait</p> <p>• Homework: NA</p>
9	<p>Wednesday November 2</p>	<p>ILLUSTRATOR: CREATIVE TYPOGRAPHY Class Goal: Explore Illustrator's ability to help you create creative, eye-catching typographic designs that make perfect signage, titles and headers, logos, and more.</p> <p>Discuss & Demonstrate: Artistic typographic representation, where readability is balanced with creativity.</p> <p>Tools & Techniques: Type Tool, Area Type Tool, Touch Type Tool, Envelope Tool.</p> <p>Note: Bigger, Bolder...More Kern!!! --- • Quiz #4: Typographic Anatomy</p> <p>• DUE: NA</p> <p>• Homework: PROJECT 6 – Typographic Poster Design</p>

10	Monday November 7	<p>ILLUSTRATOR: LOGO CREATION Class Goal: Next to your sketchbook, Illustrator is really THE tool for logo development and creation. We will discuss the benefits of vector creation as well as research, brainstorming, many, many iterations.</p> <p>Discuss & Demonstrate: Review of very effective image-based and typographic logos and Illustrator's role in creating and maintaining them.</p> <p>Tools & Techniques: All tools learned to this point.</p> <p>Note: The Nike swoosh is really Hermes wing. No, really. --- • Quiz #: NA</p> <p>• DUE: PROJECT 6 – Typographic Poster Design</p> <p>• Homework: PROJECT 7 – Many Logo Iterations</p>
10	Wednesday November 9	<p>ILLUSTRATOR: PUTTING IT ALL TOGETHER Class Goal: To continue with logo creation and explore how branding and identity development can evolve from a well designed logo.</p> <p>Discuss & Demonstrate: Identity and branding, design bibles and proper usage and the creation of other design assets for publication.</p> <p>Tools & Techniques: All tools learned to this point.</p> <p>Note: Vivacious vectors are vital to veritable visual communication. --- • Quiz #: NA</p> <p>• DUE: NA</p> <p>• Homework: NA</p>
11	Monday November 14	<p>INDESIGN: INTRODUCTION AND MULTI-PAGE DOCUMENTS Class Goal: An introduction to InDesign and other “page layout” software, they're place in history, and how they work with pixel and vector-based software (such as Photoshop and Illustrator).</p> <p>Discuss & Demonstrate: Basic interface and tools in InDesign, workspaces, pallets, setting up a basic multi-page document, all about containers.</p> <p>Tools & Techniques: Tool Bar, Pallets, Document Setup</p> <p>Note: Awright kid. Gimme 300 pages by tomorrow. Single space. --- • Quiz #: NA</p> <p>• DUE: PROJECT 7 – Many Logo Iterations</p> <p>• Homework: NA</p>

11	Wednesday November 16	<p>INDESIGN: ALL ABOUT GRIDS</p> <p>Class goal: Discuss the difference between artistic grids and publications grids. Learn about the elements of a publication grid and their specific functions, different styles of publication grid and see examples of them in use. Demonstrate effective ways to lie in given copy and optimize it typographically within the grid.</p> <p>Topics: columns, margins, gutters, thumb space, baseline grids, master pages, and more</p> <p>Note: Give me page, lots of page, where typography can roam - Don't grid me in. ---</p> <ul style="list-style-type: none"> • Quiz #: NA • DUE: NA • Homework: PROJECT 8 – Fishy Grids
12	Monday November 21	<p>PHOTOSHOP AND ILLUSTRATOR: PREPARING FILES FOR INDESIGN</p> <p>Class goal: All pixel-based and vector-based content created in Photoshop and Illustrator needs to be prepared first before it can live in a multi-page document in InDesign – or in a website through DreamWeaver or Muse. There are many ways to do this and we will explore many of them.</p> <p>Topics: .ai and .psd file preparation for .indd inclusion or web-ready prep.</p> <p>Note: See, the stuff over here, needs to be converted to live over there. ---</p> <ul style="list-style-type: none"> • Quiz #5: Grid Recognition • DUE: PROJECT 8 – Fishy Grids • Homework: PROJECT 9 – File Prep Two Ways
12	Wednesday November 23 (Thanksgiving Break No Class)	NO CLASS

13	Monday November 28	<p>INDESIGN: TYPOGRAPHY IN INDESIGN</p> <p>Class goal: Now that we have our grid, our page layout, and our assets ready, let's dive deep into typographic layout in InDesign. Edge, rag, widows, orphans, rivers, column flow, hang lines, text wrapping, and more will be discussed. There will be an in-class exercise.</p> <p>Topics: Character Pallet, Paragraph Pallet, Type Tool, Text Wrap Pallet.</p> <p>Note: The universe is an endless flow of ascenders and descenders. ---</p> <ul style="list-style-type: none"> • Quiz #: NA • DUE: PROJECT 9 – File Prep Two Ways • Homework: Complete In-Class EXERCISE 3 – Paragraph Cleanup
13	Wednesday November 30	<p>INDESIGN: MASTER PAGES AND PARAGRAPH STYLES</p> <p>Class goal: It's time to plan ahead and automate. When dealing with multiple-pages, it would be nearly impossible to edit each page repeatedly, line by line. Thankfully, there are Master Pages and Paragraph Styles. We will explore simplifying your workflow.</p> <p>Topics: Pages Pallet and Styles Pallets</p> <p>Note: Duplicating ideas without duplicating effort. ---</p> <ul style="list-style-type: none"> • Quiz #: NA • DUE: In-Class EXERCISE 3 – Paragraph Cleanup • Homework: NA
14	Monday December 5	<p>ADOBE SUITE: PLANNING AND CURATING A MULTI-PAGE PUBLICATION</p> <p>Class goal: All lessons, all techniques, all tools, all exercises, and content from this semester begin to come together right here as you begin to create your very first wholly realized document (please imagine dramatic music playing in the background).</p> <p>Topics: Relying on instinct and creating your own workflow. How being organized will help you get the job done and how creativity can thrive within boundaries. We will also discuss audience, tone, and feel and the design decisions needed to speak to those.</p> <p>Note: This is the first day of your publication empire. Would you like a corner office? ---</p> <ul style="list-style-type: none"> • Quiz #: NA • DUE: NA • Homework: Begin FINAL PROJECT 10 – About Town A&E Booklet

14	Wednesday December 7	<p>ADOBE SUITE: BUILDING YOUR MULTI-PAGE PUBLICATION Class goal: Empowered by our design and content decisions, we will press on into the heavy lifting of actually building your publication. We will also discuss multiple modes of delivery and publication.</p> <p>Topics: Themes and Consistent Layout, Typographic Interest, Image and Type Marriages, Delivery Platforms.</p> <p>Note: The magazine has a link that leads to the website that links to the mobile app which allows you print a PDF which shows where you buy the magazine... --- • Quiz #: NA</p> <p>• DUE: NA</p> <p>• Homework: FINAL PROJECT 10 – About Town A&E Booklet</p>
15	Monday December 12 (Final Class)	<p>ADOBE SUITE: Class goal: This is our final in-class opportunity to work on our final project, get help, and receive feedback. We will discuss continuing momentum and staying on track as well as what is required for the Final Project Presentation.</p> <p>Topics: Scheduling, File Preparation, Printing, and Final Presentation.</p> <p>Note: So wait...at 3AM you had a vision of Ethel Merman?!? --- • Quiz #: NA</p> <p>• DUE: FINAL PROJECT 11 – About Town A&E Booklet (final draft)</p> <p>• Homework: Complete FINAL PROJECT 10 – About Town A&E Booklet</p>
Finals	Tuesday-Friday December 13-16 (TBD)	<p>FINAL PROJECT PRESENTATION Class goal: Details on our Final Project Presentation are forthcoming and will include Day, Date, Time, and Location.</p> <p>Note: Be proud of all your hard work.</p>