

9/01/04

Introduction to Computer Graphics

Discuss:

- Overview/Expectations & Related Information
- Computer Programs/Applications
- Application of classroom activities/knowledge & skills to work/life
 - Good Work Project—How we can make contributions/commitments

Introduction to Photography I

Discuss:

- Overview/Expectations & Related Information
- Sequence of assignments/progressive nature of course
- Documentary Photography—History, purpose and use
- Good Work Project—Integrating responsibility into our visual and personal work

9/13/04

Computer Graphics—Word Illustration

Discuss:

- Creation of visual illustration from the letterforms contained in a word
- Alteration of outline and fill of letterform to suggest image/theme
- Consideration of relationship between word/meaning
- Supporting foreground/background

9/20/04

Computer Graphics—Letterforms Collage

Discuss:

- Applications of previous knowledge and skills in Macromedia FreeHand program
- Summary of work in previous introductory assignments in course
- Intent/direction of future assignments in course
- Responsibility of assignment and content in presentation of concepts
- Activism—examples/application of graphic design
- Movement—symbolic motion created by arrangement of elements
- Aesthetics—creation of semi-abstract or abstract composition made up of recognizable font styles

9/24/04

Computer Graphics—Video/SpongeBob SquarePants

Discuss:

Moral of each story—SpongeBob’s position in these episodes is representative of how we treat others, how they treat us, the implications of these actions and how we feel in each situation. The story line in each segment is very short so the transitions occur in rapid and abbreviated fashion.

- Ask students to carefully observe and be prepared to discuss story line.
- Ask if they can present a similar or related situation in which they have been the *initiator* of a discouraging or hurtful action.
- Ask if they can present a similar or related situation in which they have been the *victim* of a discouraging or hurtful action.
- Discuss whether presenting these scenarios in comic animation has—
 - Immediate effect/impact
 - Long-term effect/impact

9/27/04

Computer Graphics—4-Elements of Traditional Print/Media Advertising

Discuss:

Visual impact of print advertising. Consumers are targeted as an audience for particular products/services. Corporations/organizations want to convey a message, but even more importantly, want to promote a need for the product/service.

Discuss:

- Relationship of product/service to profit.
- Ways in which a corporation/organization.
- Find examples of—
 - Strong ad for damaging/uncomplimentary/irresponsible product/service
 - Strong ad for helpful/complimentary/responsible product/service
 - Strong ad that you find attractive regardless of message.
- Create traditional ad format for product/service of your choosing.

9/30/04

Computer Graphics—The Quote Poster

Discuss:

- History of poster as one of society’s most useful forms of communication.
- Increasing application of visual vocabulary.
- Create visual impact and vitality that coordinates message with design elements.
- Interpretation of visual space.
- Persuasion—convincing viewer to consider specific perspective
- Education—presentation of information
- Limit of typographic forms.
- Grouping words to take on a visual feeling or mood that supports the communicated message.
- Consideration of use of space in overall composition

10/08/04

Introduction to Photography I—W. Eugene Smith

Discuss:

Photography I students have been working through several different assignments that have directed their attention and technical abilities progressively toward the fluent development of skills necessary to complete the photojournalistic “Story” assignment.

At this time, it appears that this is a “Good Work” is a project that is still under construction for this group of high school students!