


DESIGN TECH SPG 24

WEEK OF FEB 12 

TUESDAY FEB 13  
THURSDAY FEB 15

- DUE:
  - ASGMT #7: A.I. FACE SWAP
  - ASGMT #8: CREEPY STORYTIME
- BEGIN:
  - PROJ #2: COMPELLING COMPOSITES
  - STEPS/SCHEDULE OVERVIEW
  - INDIVIDUAL IDEATION: VERBAL
  - INDIVIDUAL IDEATION: VISUAL
  - GROUP IDEATION
  - PROPOSAL
- DUE NEXT CLASS

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- DUE NEXT CLASS

- ASGMT 1 - VECTOR-RASTER
- ASGMT 2 - ROSES ARENT JUST RED
- ASGMT 3 - MASKING MASH-UP
- ASGMT 4 - IN STITCHES 1 & 2
- ASGMT 5 - FIND YOUR BALANCE
- ASGMT 6 - TURN BACK TIME
- ASGMT 7 - A.I. FACE SWAP
- ASGMT 8 - CREEPY STORYTIME
- ASGMT 9 - PICTURE PERFECT

WEEK OF FEB 5 

THURSDAY FEB 4

**DEMO #1 > TURN IN**

- File : Save again if you need to. **Make sure it's named correctly!** It doesn't matter what file layers are hiding. :)
- Upload to your Google Drive shared folder for this class > Assignments : ASGMT 7 - A.I. FACE SWAP

**DEMO #1 > TURN IN**

- Upload the PNG file TO THE THREAD of the correct post on Slack #1413, Feb-8
- YOUR LAST NAME\_FaceSwap.jpg

**DEMO #2 > TURN IN**

- Turn in both your Storytime PSD and your Face PSD files. No JPG or PNG files in your Google folder.
- Upload both PSD files to your Google Drive shared folder for this class > Assignments : ASGMT 8 - CREEPY STORYTIME

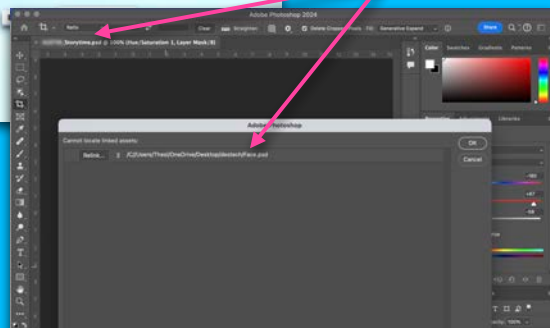
**DEMO #2 > TURN IN**

- Upload the PNG file TO THE THREAD of the correct post on Slack #1413, Feb-8
- YOUR LAST NAME\_storytime.png

**DEMO #2 > TURN IN**

- Turn in both your Storytime PSD and your Face PSD files. No JPG or PNG files in your Google folder.
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MAKE SURE YOU TURNED IN BOTH PSD FILES. THEY ARE LINKED.



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- DUE NEXT CLASS

design technology

assessment +grading

**COURSE GRADE**

- The course grade will be based on:
  - Assignments & Class Participation (20%)
  - Projects (80%)
- (Percentages are approximate. Also, see how attendance affects grade.)
- Be aware that the overall course grade does not use + or -; therefore, be sure something like poor attendance or participation doesn't pull your B+ /A- to a B grade (for example).
- All projects are worth an equal amount. The only exception is Project 1: Design Tech Calendar.

design technology

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  - Assignments & Class Participation (20%)
  - Projects (80%)
- (Percentages are approximate. Also, see how attendance affects grade.)

**ASSIGNMENTS**

- Assignments are important, hands-on work with tools, usually in response to an in-class demonstration ("demo") of software. They are often completed entirely in class, with final touches to be worked on before the next class time if necessary.
- Assignments do not demand the same adherence to a strict design process and discussion of ideation and design concepts; hence, their course grade value is not as significant as projects.
- Each assignment will receive one of the following:
  - CR (Credit) = 100% | 1/2CR = 50% | NoCR = 0%

**PROJECTS**

- Student will receive either full credit (CR), partial credit (1/2CR), or no credit (NoCR) to each item listed on the project's rubric, which is available on the project sheet.
- Each project will require an artist statement and self-evaluation as the creation process is documented on Behance. This is a significant part of each project's grade.
- The FINAL GRADE also includes Comments. Be sure to take notes during all critiques in class and online, as I will often refer to these in Comments section.

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- DUE NEXT CLASS

project 2

# compelling composites

evoking interest, attention, or  
admiration in a powerfully irresistible way

a thing made up of several parts  
or elements.

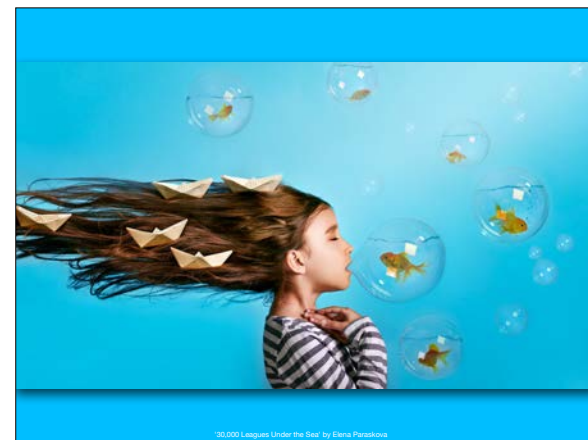
project 2



# compelling composites

evoking interest, attention, or  
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a thing made up of several parts  
or elements.



10,000 Leagues Under the Sea by Elena Panikova



Matchbox Boy by Steve



Turtle Life by Helena Mm



A Place by the Sea by Gary Door



Dancing on Dreams by Amela Bertan



Untitled by Yusef Quaid



The Last Place by Stefan Nielsen



Liquid! by Pauline Perryon BA Hons APTG AFAP DPGCB



<https://www.creativephotofix.com/wspostings/sons>



<https://www.creativephotofix.com/wspostings/sons>



Joel Robson



Hilary Roberts Photography



@KATYAS

<https://www.youtube.com/watch?v=AAUJhDk84>

### NOT THIS.

It's cool, but it doesn't mean anything. It's just a portrait with a lot of color.



<https://creativecloud.adobe.com/for/discover/article/how-to-make-a-composite-portfolio-in-adobe-photoshop?locale=en>

### STUDENT WORK LAST YEAR



Christian

### STUDENT WORK LAST YEAR



Foley

## STUDENT WORK LAST YEAR



Green

## STUDENT WORK LAST YEAR



Holland

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grfx-1413 design technology

PROJECT 2

compelling composites

syllabus + calendar

OFFICIAL SYLLABUS

GOOGLE CALENDAR

PROJECTS

PROJ 1 DESIGN TECH CALENDAR

PROJ 2 COMPELLING COMPOSITES

LECTURE SLIDES

OBJECTIVES

RUBRIC

PHOTOSHOP REQUIREMENTS

STEPS

IDEATION + SKETCHES

PROPOSAL

ONE-ON-ONE + WORK DAYS

FINAL WORK

PHOTOSHOP

BEHAVANCE

GOOGLE CALENDAR

compelling composites

## READ THROUGH OBJECTIVES AND RUBRICS THOROUGHLY ON YOUR OWN!

objectives

rubric

As explained in the syllabus, goals stated will be reviewed with rubrics and final comments. By each rubric point, CR, 1-3 CR, or No CR will be listed. The numerical equivalent would be: 1-3 CR = 1-3/30 = 10% - 100/100 = 100%

**OVERALL:** Students view rubric as a tool for self-reflection and self-improvement.

**MEANINGFUL PARTICIPATION:** In all class and/or one-on-one discussions.

**TEAM MANAGEMENT:** All work turned in on time and before the deadline.

**ANALYSIS:** The overall evaluation of work above combined and creative problem-solving.

**PROPOSAL:**

- Student presents for class, includes brainstorming sketches and discussion.
- Professor provides class experimentation and significant direction.

**PHOTOSHOP FILE:**

- Photoshop file must be turned in class or for used to help create final work.
- Behance post contains required elements.
- Work above significant, unrelated effects of critical thinking and self-reflection.

## READ THROUGH OBJECTIVES AND RUBRICS THOROUGHLY ON YOUR OWN!

rubric

photoshop requirements

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grfx-1413 design technology

syllabus + calendar

OFFICIAL SYLLABUS

GOOGLE CALENDAR

February 2024

Though this is available, it is not detailed.

## WRITE DUE DATES BY HAND NOW IN CLASS.

## WRITE DUE DATES BY HAND NOW IN CLASS.

STEPS

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK
- PHOTOSHOP
- BEHAVANCE

**DUE > WHAT • WHEN • WHERE**

- Work is to be completed in class on **Tues Feb 19**.
- All work from this day will be part of the required **Proposal**. See this [next step](#) and what is **DUE** using the material from this day.
- All work from this day is also **DUE** in the final Behance post, which documents the entire process.

Professor will review requirements for **Proposal due** for the next class, including **Goals** and **Final Sketch**.

**DUE > WHAT • WHEN • WHERE**

- **DUE** for discussion in class at 2:00pm on **Thurs Feb 15**.
- **YOUR LAST NAME\_Prj2\_Proposal** document turned in your **GOOGLE DRIVE** shared folder for this class. Place in sub-folder **PROJECT 1**.
- **Printed** Proposal page(s) on normal letter-sized 8.5 x 11 paper.
- **Final sketch** created on paper using pencil, ink, colored pencils, markers, etc. are optional.

## WRITE DUE DATES BY HAND NOW IN CLASS.

STEPS

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK
- PHOTOSHOP
- BEHAVANCE

**DUE > WHAT • WHEN • WHERE**

For each of the following days:

- Photoshop work must have been completed since the last class time. All students will get up work when class begins, therefore, it is expected each student would have spent time outside of class working in Photoshop on this project.
- When not in discussion, student should be working on the file. Therefore, if you have questions that must be answered before you can proceed, be one of the first who speak with professor!

**DUE** for one-on-one discussion in class at 2:00pm on **Tues Feb 20**.

- **YOUR LAST NAME\_Prj1** **psd** file up on student's computer to discuss.

**DUE** for one-on-one discussion in class at 2:00pm on **Thurs Feb 22**.

- **YOUR LAST NAME\_Prj1** **psd** file up on student's computer to discuss.

**DUE** for one-on-one discussion in class at 2:00pm on **Tues Feb 27**.

- **YOUR LAST NAME\_Prj1** **psd** file up on student's computer to discuss.

## WRITE DUE DATES BY HAND NOW IN CLASS.

**STEPS**

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK

**DUE > WHAT • WHEN • WHERE**

**FINAL WORK DUE at 2:00pm on Thurs Feb 29.**

- YOUR LAST NAME\_Proj1.pdf file turned in your shared folder for this class. Place in sub-folder **PROJECT 1**.
- YOUR LAST NAME\_Proj1.png file created from Photoshop posted in #M13\_proj-2 channel

**DUE > WHAT • WHEN • WHERE**

In class on **Tues Feb 27**, post in the URL to your Behance page on Slack #M13\_behance.

Project 1 Behance post **DUE by 2:00pm on Tues Mar 5.**

Make sure your post is **published** on Behance. Then check the URL for your page on Slack channel "Your new project should be up!" :)

## WRITE DUE DATES BY HAND NOW IN CLASS.

**STEPS**

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK

**DUE > WHAT • WHEN • WHERE**

**FINAL WORK DUE at 2:00pm on Thurs Feb 29.**

- YOUR LAST NAME\_Proj1.pdf file turned in your shared folder for this class. Place in sub-folder **PROJECT 1**.
- YOUR LAST NAME\_Proj1.png file created from Photoshop posted in #M13\_proj-2 channel

**DUE > WHAT • WHEN • WHERE**

In class on **Tues Feb 27**, post in the URL to your Behance page on Slack #M13\_behance.

Project 1 Behance post **DUE by 2:00pm on Tues Mar 5.**

Make sure your post is **published** on Behance. Then check the URL for your page on Slack channel "Your new project should be up!" :)

## STEP 2 proposal

**MENU**

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK

**KEEP ALL WORK FROM ALL STEPS TO DOCUMENT PROCESS IN FINAL BEHANCE POST.**

**OBJECTIVE**

Have project in your locker as an artist or designer will require a proposal. A proposal is a written document detailing our plan for a project. The proposal is typically submitted to a boss and/or client for approval. Think of your teacher as your education facilitator. You have much more significant experience similar to this that entails understanding a plan and its execution.

While you are in college, you will submit proposals before many of your projects. Even if you graduate, create jobs, sometimes, etc. are demanded, one must be able to verbally explain their work.

**PROPOSAL DOCUMENT**

Create a 8.5 x 11 inches multiple page document located in your word processing program like Pages, Word, or Google Docs. Save the file as **YOUR LAST NAME\_Proj1\_Proposal**.

This document must contain the following:

- **NAME:** Your name
- **TEXT:** The title of the proposal
- **GOALS:** A paragraph or so explaining your goals for the project. Be specific. "I want to learn more about Photoshop" is too broad. Setting multiple goals for yourself between the parameters of a project provides a roadmap to your experience as a student.
- **QUESTION:** A typed list of all the **IDEATION: VERBAL** questions followed by your answers. Answers should be well-thought out, well-formed, and written using full sentences with correct grammar and punctuation. In addition to the digital document, the **IDEATION: VISUAL** sketches should be presented.
- **FINAL SKETCH:** A hand-drawn sketch of your planned composition. Sketches are an integral part of brainstorming and communicating your ideas to others. See next page >

**•DUE:**

- ASGMT #7: A.I. FACE SWAP
- ASGMT #8: CREEPY STORYTIME

**•BEGIN:**

- PROJ #2: COMPELLING COMPOSITES
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- INDIVIDUAL IDEATION: VERBAL
- INDIVIDUAL IDEATION: VISUAL
- GROUP IDEATION
- PROPOSAL

**•DUE NEXT CLASS**

## STEP 1 ideation+ sketches

**MENU**

- IDEATION + SKETCHES
- PROPOSAL
- ONE-ON-ONE + WORK DAYS
- FINAL WORK

**KEEP ALL WORK FROM ALL STEPS TO DOCUMENT PROCESS IN FINAL BEHANCE POST.**

The first day of the project will involve an Ideation/Brainstorm Day workshop as students come up with ideas individually and in groups, in both written and visual formats.

## STEP 2 proposal

**• IDEATION:** A typed list of all the **IDEATION: VERBAL** questions followed by your answers. Answers should be well-thought out, well-formed, and written using full sentences with correct grammar and punctuation. In addition to the digital document, the **IDEATION: VISUAL** sketches should be presented.

## INDIVIDUAL IDEATION: VERBAL

We will begin this project with 15 minutes of individual ideation/brainstorming to develop a narrative. Start by jotting down your initial ideas in your sketchbook. Answer the following prompts to get started. *Put effort into these because they are due with your final sketch in the next class.*

15:00

- What themes would you like to explore in this work?  
Examples of themes include *adversity, advocacy, freedom, social change, social constructs, heroes, humans and the environment, identity, industry, progress, decay, growth, etc.*  
This is not an exhaustive list but rather examples to get you started.
- What feeling(s) do you want to convey in this work? What imagery or visual cues will you use to communicate this feeling?
- Who is your **protagonist** (and/or **antagonist**)? Is the protagonist a human? An animal? An object? Or something else?
- Is it necessary for us to see the protagonist in order to understand the story?
- What events led the protagonist to this point?
- What might happen next?
- How can **symbolism** be used in this work?
- What might your composition look like?

**protagonist** noun

any role player (in a performance)

Synonyms of protagonist:

- the leading actor or principal character in a television show, movie, book, etc.
- an active participant in an event
- a leader, proponent, or supporter of a cause: CHAMPION

**antagonist** noun

any role player (in a performance)

Synonyms of antagonist:

- one that contends with or opposes another: ADVERSARY; OPPONENT
- political opponent

**symbolism** noun

any role player (in a performance)

- the art or process of using symbols (especially by meeting things with a symbolic meaning) or by representing the invisible or intangible by means of visible or palpable representations: such as
- an artistic selection or invention that is a method of revealing or suggesting intellectual, ideal, or otherwise intangible truth or states
- the use of conventional or traditional signs in the representation of those things and states

## INDIVIDUAL IDEATION: VISUAL

Students will be guided in class on multiple rounds of visual ideation. Quality of sketches is not as important as the quality of ideas explored. Requirements: complete at least the minimum announced in class. More are encouraged.

**PRE-THUMBNAIL SKETCHES**

- You should do these on your own **BEFORE YOU BEGIN** the sketches you will show me.
- Sketches that make no sense spatially or do not use straight lines will not be accepted.
- Color is usually not necessary.

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**THUMBNAIL SKETCHES**

- **THIS is what I expect.**
- The lines are straight and space has been considered as much as shape.
- Usually 20-30 separate thumbnail sketches are a required MINIMUM per project in this class.

## PRE-THUMBNAIL SKETCHES

You should do these on your own **BEFORE YOU BEGIN** the sketches you will show me.

NAME \_\_\_\_\_

ROUGH IDEAS


## THUMBNAIL SKETCHES

**THIS is what I expect.**

The lines are straight and space has been considered as much as shape.

NAME \_\_\_\_\_

FINAL IDEA


### INDIVIDUAL IDEATION: VISUAL

Students will be guided in class on multiple rounds of visual ideation. Quality of sketches is not as important as the quality of ideas explored. Requirements: complete at least the minimum announced in class. More are encouraged.

8:00 x 3



### INDIVIDUAL IDEATION: VISUAL

Students will be guided in class on multiple rounds of visual ideation. Quality of sketches is not as important as the quality of ideas explored. Requirements: complete at least the minimum announced in class. More are encouraged.

8:00 x 3



### GROUP IDEATION

Next, students will be broken into multiple groups multiple times. Each time within the group, each member will share their ideas.

- Share confidently. All ideas are valid and important. Be respectful of your group members. Don't talk over others. Don't dismiss anyone's point of view just because it might be different from your own.
- One of the most important lessons to learn in this class is that you're not in this alone. Some of the best ideas are born from discussion with our peers. We are team and we are only as strong as our weakest member. Build each other up. Help each other thrive.
- Refer back to the prompts above in your discussions. Build on your initial ideas. Write down everything in your sketchbook.
- Think and discuss verbally and visually.
- Document as much as you can about YOUR work to later show on your [Behance](#) page.

15:00 x 2

NEXT: Prof. Nikki's input. Go back to your computer and start considering answers for your proposal while waiting.

### STEP 2 proposal

KEEP ALL WORK FROM ALL STEPS TO DOCUMENT PROCESS IN FINAL BEHANCE POST.

#### OBJECTIVE

Most projects in our career as an artist or designer will require a proposal. A proposal is a written document detailing your plan for a project. The proposal is typically submitted to a boss and/or client for approval. Those of you looking to enter the education field have much more significant agreements similar to this that require a proposal and its execution.

While you are in college, you will submit proposals before many of your projects. Even if only sketches, mock-ups, wireframes, etc. are demanded, one must be able to verbally explain the work.

#### PROFESSOR DOCUMENT

Create a 5 x 7 inch (or larger) page document created in any word processing program like PageMaker, Word, or Google Docs. Save the file as YOUR LAST NAME\_Final\_Proposal.

This document must contain the following:

- NAME: Your name
- TITLE: The title of the proposal
- GOALS: A paragraph on explaining your goals for this project. Be specific. "I want to learn more about Photoshop" is too broad.

Setting multiple goals for the project outside the parameters of assigned projects is essential to your experience as a student.

- IDEATION: A typed list of all the **ideas**, **ideas**, **questions** followed by your primary answers. Answers should be well thought out, well formed, and written using full sentences with correct grammar and punctuation. In addition to the digital document, the **ideas** and **questions** should be presented.

• **FINAL SKETCH:** A refined, detailed sketch of your planned composition. Sketches are an integral part of brainstorming and communicating your ideas to others. [see next page >>](#)

- Your sketch should reflect everything you wrote in the proposal.
- Sketches should be done on paper – not digitally. Lines should be dark enough to photograph well if classes move to virtual. Therefore, student can either create drawing with dark pencil marks or draw lightly with pencil and then trace over with ink/fine tip marker.
- Sketches should come before you ever touch a computer – or phone, or tablet. A reliance on technology (copying for ideas) will not help you grow. It is a crutch. Believe in yourself and your ability to create original works.
- Your sketch may include color if you choose, but it is not a requirement.

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• 1 final sketch created on paper using pencil, ink, colored pencils, markers, etc. are optional.

If you did not finish this, you should consider your commitment to the course and this degree. What are you paying for? Why are you here? If it wasn't important, I wouldn't have assigned it.

- Your project grade is already affected.
- You cannot do a Second Try.
- You've proven to me that you can't be professional.
- You're behind on the project, which is a significant part of your course grade.