Syllabus MCOM 3311 Visual Design

Fall 2021

Instructor: Vanessa Joyner

Office: CAS 224 Phone: 903-566-7301 Email: vjoyner@uttyler.edu

(The best way to contact me is email)

Office Hours: Wednesdays 11:00 AM and 2:00 PM and by appointment

TA: To be determined

Course Overview:

Visual Design covers the theory and practice of visual design. The emphasis in the course is on graphic design products such as corporate identity, advertising layout, ad design, logo design, and other related products. Students will understand and apply concepts and theories in the use and presentation of images and information using tools and technologies appropriate for public relations/integrated communication or mediated journalism.

Student Learning Outcomes:

- 1) Know the many theories that are the foundation of visual and/or graphic design.
- 2) To learn various methods of creating visual or graphic design products such as logos, posters, ad design and campaigns, greeting cards, and more which will be useful for personal and/or commercial publication.
- 3) Will have the ability to redesign a non-functional or weak print visual communication tool into a well-designed functional tool using research and the design process.

Required Textbooks and Readings:

Graphic Design Solutions by Robin Landa, Publisher: Cengage Learning

Print ISBN: 9781337554053, 1337554057 eText ISBN: 9781337671064, 1337671061

Edition: 6th

Copyright year: 2019 (VitalSource Learning)

Can order digital copy: https://www.vitalsource.com/referral?term=9781337671064

The Non-Designer's Design Book by Robin Williams, Edition: 4th © 2015,

Student Price: \$27.99 USD ISBN-13: 978-0133966152

ISBN-10: 0133966151

Order digital copy at this link: https://www.vitalsource.com/referral?term=9780133966343

Becoming a Graphic & Digital Designer, A Guide to Careers in Design, Steven Heller & Veronique Vienne, check out from library

Library: Access the book by going to uttyler.edu/library > Swoop Search > Key in: Becoming a Graphic Designer > Search > Book comes up > Click Online Access and read!

Adobe Creative Cloud Subscription (For 24-hour access to Adobe applications) – Not required

Special Course Notes: -- The listed items are required. Details in Canvas

- 1) A PC or Macintosh computer that is capable of running graphic applications. A minimum of 8 Gb of RAM or more. The mini computers are not recommended.
- 2) The computers in CAS 106 are available for your use according to schedule posted.
- 3) The course will include a Service Project in which we will work with an actual client.
- 4) Membership in Department Design Club.
- 5) Membership in DSVC and attend 1 or 2 events by Zoom or in person.
- 6) Field Trip Attend one to two learning sessions at Tyler Innovation Pipeline.
- 7) Field Trip Art Museum
- 8) Guest Speaker NWP as part of Service Project
- 9) Photography/Video Consent Form.

Assignments and weights/point values

1.	Field Trips/Guest Speakers	10%
2.	Service Project (All phases)	25%
	Ad Design	
	Critiques	
	Attendance	
3.	Exams or Quiz	30%
4.	Projects:	
	Brochure, Poster	
	Ad Design / Flyer	35%
5.	Critiques	5%
	On several projects	
	Total	100%

Grading Scale:

Α	93% or	r greater

B 83 – 92%

C 73 – 82%

D 63 – 72%

F below 63%

Late Work and Make-Up Exams: UT Tyler does have a <u>Class Attendance policy</u> in the catalog. For those unexpected events that occur in our lives, most of the time you will receive full credit for late work. Other situations may result in a 10 - 20 pt. grade reduction.

<u>Graded Course Requirements Information</u>: TEC 51.9705 (HB 2504) requires that you list AND describe all <u>major</u> assignments. It is absolutely acceptable to provide an overview and note that detailed information will be provided in class.

- 1) Introductory Exercise To include 10 questions that show that you have a good
 - a) Quiz To show understanding of course objectives.
 - b) Mask Design Self-portrait, Illustrator.
- 2) Graphic Design History Video
 - a) Essay On the history of graphic design.
- 3) Becoming a Graphic Designer
 - a) Quiz This book is an introduction to some of the most notable designers in the field. Exercises in class.
 - b) Exercise Logo create an identity (Who Are You)
- 4) Graphic Design Solutions
 - a) Exercises in graphic design basics for chapters 1, 2, and 3.
 - b) Non-Designer's Design Book Basic flyer layout with text, InDesign
 - c) Project Branching Out Florist Ad Design's
- 5) Field Trip
 - a) Tyler Innovation Pipeline A lesson in idea development and seeing the possibilities of graphic design in an entrepreneurial environment.
 - b) Tyler Museum of Art Exploring design basics.
- 6) Service Project
 - a) Creating and ad or flyer for Nancy Wright Properties (NWP)
- 7) DVD Fun, Fun, design project.
- 8) Meet your professor To discuss all of your projects.

Calendar of Topics, Readings, and Due Dates (REQUIRED COMPONENT)

Note the last date to drop the course is included in the calendar along with the final exam date and time. These are required.

Students HIGHLY recommend that you link the assignments to the Canvas calendar. That comes up on their phones

A – Assignment GDS – Graphic Design Solutions LEC – Lecture DIS – Discussion CRIT – Critique

		Unit 1: Begin: Introduc	tion and InDesign	
Week#	Date	Class Topic	Readings for Next Class	Assignments Due
Week 1	T 8/24	A - Getting Started	Syllabus	
		A – Introductory	Video - Graphic Design	
		Exercise & Avatar	History	
	TH 8/26	Discussion: Graphic	Becoming a Graphic	
		Design History	Designer Ch 1 Pgs 17-78	
Week 2	T 8/31	LEC BGD Ch 1	BGD Ch 2 Pgs 96-186	Due: Quiz
			BGD Ch 4 Pgs 230-300	Due: Intro
				Exercise &
				Avatar
	TH 9/2	<i>LEC</i> : BGD Ch 2 & 4	Graphic Design	
			Solutions (GDS)	
			Ch 2 Basics	
			Ch 3 Type &	
Week 3	T 9/7	Class: Work on	GDS	Due: Exam -
		A – Exercises Ch's 1 -	Ch 4 Process,	BGD
		7	Ch 5 Concept &	
			Creativity	
	TH 9/9	LEC GDS Ch 2	GDS	
		Field Trip – Tyler	Ch 6 Visualization	
		Innovation Pipeline	Process	
			Ch 7 Composition	
Week 4	T 9/14	<i>LEC</i> GDS Ch 3 & 4	Non-Designer's Design	Comment on
			Book	Field Trip
	TH 9/16	LEC Non-Designer's		
		Handbook		
		A – Flyer Redesign		
		Class: Work on all		
		Exercises & Projects.		
		BRANCHING OUT FLC	PRIST AD DESIGN	
Week 5	T 9/21	<i>LEC</i> GDS Ch 5 & 6		
		A – BOF Ad		
	TH 9/23			Due: GDS
				Chapters 1-7

				Exercises and
				Projects.
Week 6	T 9/28	CRIT	GDS Ch 12	Due: BOF Ad
	, , _ ,			Thumbs and
				Flyer Redesign
	TH 9/30	Class: Work on Ads		
Week 7	T 10/5	Class: Work on Ads		
	TH 10/7	LEC GDS Ch 12		Due: BOF Ads 1
	,	CRIT		
Week 8	T 10/12	A – Poster/Brochure		Due: BOF Ad 2
				changes
	TH 10/14	Work on Project		Exam: GDS
				Comp
Week 9	T 10/19	Work on Project		Due: Pt 1
		A - NWP Ad – Guest		Poster/Brochure
		Speakers Hannah		
		Hearn & Josh		
		Tavenner from NWP		
		SERVICE PROJI	ECT - NWP	
	TH 10/21			Due: Pt 2
				Poster/Brochure
Week 10	T 10/26	Work on Project		
	<u> </u>			
	TH 10/28	Work on Project		
Week 11	T 11/2	Work on Project		
	TH 11/4	CRIT 1 – NWP		Due: NWP Ad
				Critique 1
Week 12	T 11/9	CRIT 2 – NWP		Due: NWP Ad
				Critique 2
		DVD	T	
	TH 11/11	A – DVD Package		
Week 13	T 11/16	Work on DVD		
	TH 11/18	CRIT 1 - DVD		CRIT 1 - DVD
Week 14	T 11/23	Thanksgiving		
	TH 11/25	Thanksgiving		
Week 15	T 11/30	Work on DVD		
	TH 12/2			CRIT 2 – DVD /
				Show Portfolio

Being a part of these organizations will encourage teamwork and collaboration. Both are skills that will help prepare you for the professional world. Related organizations also will provide a space to step up into leadership, volunteer, manage projects, and learn to work through problems with new and fresh eyes.

Art News DFW – Art & Artist in North Texas
DSVC – The Dallas Society of Visual Communications, \$6.50 month or \$50.00 year

Videos

Bob Aufuldish of Aufuldish & Warinner, San Rafael, CA, shows us how he finds inspiration in his studio. [7:17]

Chapter 3 Movie

Armin Vit of <u>Under Consideration LLC</u>, Austin, TX, talks about entering the "thought profession" of design. [10:10] http://college.cengage.com/art/0495572780 landa/designers speak/ArminVit.html

Chapter 3 Movie

Mike Perry of Mike Perry Studio, New York, speaks of life before and after Urban Outfitters. [8:49] http://college.cengage.com/art/0495572780_landa/designers_speak/mperry.html

Chapter 3 Movie

Jonathan Herman of <u>WAX</u>, Calgary, Alberta talks about landing his first job at Pentagram. [7:01] http://college.cengage.com/art/0495572780_landa/designers_speak/WAX.html

Chapter 3 Movie

Max Spector of <u>Chen Design Associates</u>, San Francisco, muses on "the designer as psychologist." [4:50] http://college.cengage.com/art/0495572780 landa/designers speak/chen.html

Chapter 13 Movie

Danny Noval, Tracey Coleman, Chuck Rudy and Josh Horn of Ogilvy & Mather talk about the importance of networking. [7:28]

http://college.cengage.com/art/0495572780 landa/designers speak/ogilvy.html

Other Resources

Web Links for Educators and Students

http://college.cengage.com/art/0495572780 landa/links/all links.html

Google has a solution for the UX Design Education Gap: Google

 $\underline{http://www.fastcodesign.com/3062640/google-has-a-solution-for-the-ux-design-education-gap-google}$

AIGA Design Archives

http://designarchives.aiga.org/#/entries/%2Bdiscipline%3A%22Brand%20and%20identity%20systems%20design%22/formats%3A%22Brand%20and%20identity%20systems%22/grid/relevance/asc/0/8/120

PHOTO AND VIDEO CONSENT FORM – Fall 2021 / Ms. Vanessa Joyner

, with a mailing address of			
	City of	, State of	
	(the "Releasor") g	grant permission and give my conse	nt؛
to Ms. Vanessa Joyner (the '	"Releasee") for th	ne photograph(s) or electronic med	ia
images, or videos used in th	is class for presen	ntation under any legal use:	
	Artworks in Visua	al Design	
Presentation	on (social media, v	websites, and print)	
Revocation (check one)			
\square - I understand that with n	ny authorization b	pelow the photograph(s) may neve	r
be revoked.			
\square - I understand that I may	revoke this autho	orization at any time by notifying	
i	in writing. The rev	vocation will not affect any actions	
taken before the receipt of t	this written notific	cation. Images will be stored in a	
secure location and only aut	thorized staff will	have access to them. They will be	
kept as long as they are rele	vant and after tha	at time destroyed or archived.	
Releasor's Signature		Date	

Releasee's Signature	Dat	e
----------------------	-----	---