



# **School District of Marshfield**

## **Course Syllabus**

Course Name: Studio Applied Art and Design

Length of Course: Semester

Credits: ½ Credit

### **Course Description:**

Students will explore world of design while applying previous knowledge and skills to pursue their own design ideas. An ability to have personal initiative to pursue a large design project is a must. Investigations will include advanced design programs; this may include and is not limited to 3-D printing/prototyping, designing architectural works, character design for animation and exploration into various digital design programs.

Concurrently, while pursuing their personal projects they will choose from an advanced design problem provided by the instructor.

### **Learning Targets:**

- Develop a sophisticated sense of Art and Design
- Learn about modern and contemporary Designers and their concepts
- Design and create an attractive and unified design
- Study and experiment with relationships between typeface and image
- Assess design ideas and present possible critiques.
- Understand dynamics of perceived value and the visual characteristics associated with perceived value.
- Ideate design projects and design a sequence to bring project to completion
- Organize time and self manage their own time and materials
- Communicate clearly with the instructor about needs
- Communicate clearly with the audience about their specific ideas
- Perceive problems that a design may not readily present
- Present solutions in professional and timely manner.
- Design work that expresses clear continuity
- Present personal design problem with final presentation in video edited forms.
- Understand the importance of Design in our contemporary world
- Understand how to professionally display works of Design
- Experiment with architectural modeling and 3-D modeling software

## Detailed Topic/Content Outline-Units and Themes:

1. Program Exploration (Ongoing)
  - A. Software explored
    - a. Sketchup/AutoCad
    - b. Blender/3D Studio Max
    - c. Photoshop with tablet
    - d. InDesign business card design
    - e. Video Editing/Premiere/AfterEffects
2. Instructor Design Prompt (Ongoing)
  - A. Fully Designed Object
    - a. Apply Elements and Principles of Design
    - b. Function (real vs. designed)
    - c. Understand "selling" aspects
    - d. How do designers communicate Visually
    - e. Aesthetic inspirations
    - f. Subjects to include various contemporary products
3. Personal Design Project (Ongoing)
  - A. Creation of completion sequence (Project)
    - a. Communication record
    - b. Material needs
    - c. Personally lead instruction(Instructor as Facilitator)
      1. Possible Ideas for pursuit
        - a. Sound design iPad garageband app
        - b. character design
        - c. animations
        - d. aftereffects, photoshop animate
        - e. concept art
        - f. product industrial
        - g. interior design
        - h. dinnerware design
4. Portfolio Construction (2 weeks)
  - A. Ready for display and education
  - B. Video for sharing ideas