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| Name: David Petersen | | Grading Quarter: 2 | Week Beginning: 11/11 |
| School Year: 2024-25 | | Subject: Graphic Design 1 | |
| Monday | Notes: | <p>Objective: Create a vector illustration drawn in 1pt 2pt and 3pt Perspective</p> <p>Lesson Overview: Begin by talking about perspective and the history then show the film Then talk about perspectives and how it wasn't until Bernaliski figured things out mathematically (this may have been discovered by the romans, but any record has been lost) THEN watch the teacher web video on making the room (History of Perspective Drawings) after the film talk about the three things you need, horizon, vanishing point, orthogonal, have then make a street scene with you and then carry on. Show them how to make 1 point perspective drawings by making a horizon line then box underneath - then boxes in front of them etc. EXAMPLE IS IN INSTRUCTIONAL FOLDER Now make a person and create a clone that gets smaller towards the horizon. Make a large building that goes past the horizon line, but still goes towards the point on the horizon Show them how to make shadows by having the point of light go past three of the furthest points on the top and the Shadow Vanishing Point to go past the three furthest points on the bottom of the box and where they meet will be where the shadow will fall.</p> <p>Draw them a road on the board and show how you can make a road appear to vanish into the horizon by having a one point perspective. When you show the films then stop it at the paintings and point out the sidewalk and walls and how they lead your eye to point of focus or perspective. One the video that has the demo on drawing in perspectives then fast forward during the middle blank area. go over ways to make something look 3d shadow and highlights perspective lines and shape fading in the background</p> | <p>Academic Standards:</p> <p>5.3 Utilize correct software for the final product (i.e., page layout, photo manipulation, illustration, etc.) 7.1 Generate project ideas using stakeholder communication, research, brainstorming, thumbnails, roughs, mock-ups, and wireframes 8.3 Create vector illustrations using industry standard software</p> |

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| Tuesday | Notes: | <p>Objective: Create a 3d illustration using the perspective grid.</p> <p>Lesson Overview:</p> <p>Review 1-point perspective Draw a cityscape from a two-point perspective. on the board. Finish how with the video that adds the trees etc. and start about halfway through Go over 1-dimension 2dimension and 3 dimensional drawings. Show them the video on 1 perspective of the room as a review from yesterday. Take them through how to draw the cityscape with 2-point perspective (LOOK IN INSTRUCTIONAL FOLDER FOR EXAMPLE) (perspective grids in AI) Show them how to use the perspective tool to give their drawings a 3D look. Show how to make a 3d Box with the perspective grid tool and have them make a snack box that includes graphics and</p> | <p>Academic Standards:</p> <p>6.1 Identify elements of design (e.g., line, shape, form, texture, pattern, color, value, space, and size)</p> <p>6.2 Identify principles of design (e.g., contrast, repetition, alignment, proximity, hierarchy, balance, movement, emphasis, harmony, and unity)</p> <p>6.3 Identify anatomical components and qualities of type (i.e., x-height, ascenders, descenders, etc.)</p> |
| Wednesday | Notes: | <p>Objective: Utilize image Trace and Expand (importing into grid)</p> <p>Lesson Overview: Review:</p> <p>Ground Line Horizon line planes vanishing points object will snap center point (size of grid) view, hide, lock grid</p> <p>Show how to bring an image in and image trace, expand and drop into perspective</p> | <p>Academic Standards:</p> |
| Thursday | Notes: | <p>Objective: Use Brainstorming Techniques for Sketches in 3d Product Design</p> <p>Lesson Overview:</p> <p>Have them think of their favorite snacks, mixed snacks, strangest foods etc. and write down ideas.</p> | <p>Academic Standards:</p> |

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| Friday | Notes: | Objective: Critique examples "peer edit" and revise product design Lesson Overview: Students will do peer editing and examine others' work based on effective graphic design principles. | Academic Standards: |
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