Name: David Petersen			Grading Quarter: 2	Week Beginning: 12/9/24	
Sch	School Year: 2024-25		Subject: Graphic Design 2		
Monday	Notes:	Cmyk Lesson Overview: Take out some poster pa Grayscale, Halftones. Giv minutes to look these up write down something the	per and write CMYK, RGB /e the students about 15 on the internet and ey learned or found interes	Ior Modes - Spot and PMS , Spot Colors, hex Colors, and ting; they may also draw a picture nd go over them as a class.	Academic Standards: 18 Explain spot color/Pantone Color System (PMS). 6.6 Identify additive colors (RGB - red, green, and blue) and subtractive colors (CMYK - cyan, magenta, yellow, and black/key) 6.7 Identify basic color schemes (e.g., complementary, analogous, triadic, tetradic, split complementary, and monochromatic) 7.5 Describe additive and subtractive colors, hue, tint, value, and shade 7.6 Describe the importance of color selection in connection with target audience, including the color wheel, color schemes, and the psychology of color 7.7 Differentiate between the color gamuts (RGB, CMYK, Spot Color, grayscale and hex color, and explain how they relate to the web and printing industries) 8.1 Differentiate among the color spaces (e.g., RGB, CMYK, Spot Color, L*a*b*, HSB, HSL, grayscale, and hex color) and how they relate to graphic design

	Notes:	Objective: Identify other color systems (spot, lab, hsb, hsl)	Academic
	Notes.	Lesson Overview:	Standards:
		Go over the different type of color systems and explain how and when to use	6.6 Identify additive
		SPOT	colors (RGB - red,
		LAB	green, and blue)
		HSB HSL	and subtractive colors (CMYK -
			cyan, magenta,
			yellow, and
			black/key)
			6.7 Identify basic color schemes
H			(e.g.,
ue			complementary,
Tuesday			analogous, triadic,
ay			tetradic, split complementary,
			and
			monochromatic)
			8.1 Differentiate among the color
			spaces (e.g., RGB,
			CMYK, Spot Color,
			L*a*b*, HSB, HSL,
			grayscale, and hex color) and how they
			relate to graphic
			design
	Notes:	Objective: Utilize Brainstorming techniques for creating a printable design	Academic
		Lesson Overview:	Standards:
		Go over a little bit of history of Screenprinting.	
		Have them watch an overview or history of Screenprinting video. History,	
		Screenprinting started around 900 AD in China, Used in Posters and printing on all	
		types of things including art. Became popular	
		When Andy Warhol did a screenprint of Marilyn Monroe in the 60's, it was known as	
		serigraph and silkscreen printing. Most versatile of all printing operations.	
Ve			
		Brainstorm Ideas for a t-shirt design	
dnesday		EVENT	
da		SPORT COMPANY	
ΥE		GIFT	
		LOGO	
		CLUB QUOTE	
		ART	
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Thursday	Notes:	Objective: Utilize Color Separations Using Layer in AI, Trapping Lesson Overview: Walk them through color separating in AI. Tell them it is very useful when you want to recolorize an object the way you want and then break it into layers. It also helps because you can adjust the stroke so that you have some overlap and trapping. Procedures: Find a cartoon (spot colored image) Bring it into AI Live Trace (not ignore white) Ungroup Select area and give it color and use shift to do more than one area create some extra layers so you can drag them into each When making a Screenprinting project you will want to change them to black, but it is easier to look at them colorized for now. Draw examples of a flower to show the different ways of layering	Academic Standards: 6.7 Identify basic color schemes (e.g., complementary, analogous, triadic, tetradic, split complementary, and monochromatic) 8.4 Produce single and multi-color projects 82 Demonstrate how to view in a graphics software program or print separations of a logo created with spot colors. 83 Demonstrate compositing or composing images
Friday	Notes:	Objective: Distinguish between Spot and Process Colors (Turn in Color Separations) Lesson Overview: Spot color separation vs. process colors Get out the process color inks and show them how to mix colors etc.	Academic Standards: 8.1 Differentiate among the color spaces (e.g., RGB, CMYK, Spot Color, L*a*b*, HSB, HSL, grayscale, and hex color) and how they relate to graphic design 8.4 Produce single and multi-color projects