

Name: Petersen		Grading Quarter: 2	Week Beginning: 10/16
School Year: 23/24		Subject: Graphic Design 1	
Monday	Notes:	<p><b>Objective: Explain vinyl cutting and discuss purpose and how it can be used commercially</b></p> <p>Lesson Overview: Go over use of vinyl for stickers, labels, banners, signs that you see down the street etc. Talk about how things were done by hand (painted) and then the person cutting the vinyl out by hand. Demonstrate how it will follow the outlines that you give it. Explain how the cutter works and cut out their names. Show them how to weed it and then mask out their names. Talk about how I want them to set it up.</p> <p>Go over how to load, adjust rollers, tuck sheet under, use small pieces, arrange pieces to use vinyl sparingly, difference in the cutters, differences between the types of vinyl etc. You can also show them how to use PS to clean up an image before live tracing as well.</p> <p>List in steps the order of setting up the cutter and cutting out your projects. (roll/sheet line blue marks file- cutting master 2 - cut and plot plot size pick a layer tetrise send Explain how to trace and make ready for vinyl cutting images....Include adjustments you can make and problems that may occur and how to resolve them (such as thin lines) Why would you use layers for separations and what are some other ways of doing it without using layers (erasing not needed) Explain how to find images that will trace well, how to trace them and what kind of adjustments can be made.</p>	<p>Academic Standards:</p> <p><b>5.3</b> Utilize correct software for the final product (i.e., page layout, photo manipulation, illustration, etc.)</p> <p><b>5.5</b> Differentiate among graphic file formats based on compatibility, file size, resolution, color gamut, and medium (i.e., JPG, TIFF, RAW, PSD, PDF, INDD, AI, GIF, PNG, etc.)</p> <p><b>7.1</b> Generate project ideas using stakeholder communication, research, brainstorming, thumbnails, roughs, mock-ups, and wireframes</p> <p><b>7.3</b> Develop a project workflow from initiation to completion</p> <p><b>8.12</b> Demonstrate layout skills for digital media using industry standard software</p>
	Notes:	<p><b>Objective: Create outlines and demonstrate how to make vector (cuttable) designs</b></p> <p>Lesson Overview: Go over how to create outlines with text and using the pathfinder tools to clean up overlapping items if needed. Introduce the sign project. 3 colors minimum (may use background as one of the colors) It needs to look professional and good!</p>	<p>Academic Standards:</p> <p><b>6.1</b> Identify elements of design (e.g., line, shape, form, texture, pattern, color, value, space, and size)</p> <p><b>6.2</b> Identify principles of design (e.g., contrast, repetition, alignment, proximity, hierarchy, balance, movement, emphasis, harmony, and unity)</p>
Tuesday			

Wednesday	Notes:	<p><b>Objective: Utilize Image Trace and identify what is cuttable based on design attributes</b></p> <p>Lesson Overview: Take them back to the back and go over your list have them write down on the back of the thumbnail sketches as many as they can and then go around the room and try not to repeat.</p> <p>Make a list on the board of what is good or bad, go over the list by pointing out signs and ask them to critique them in a professional way and explain their reasoning.</p> <p>Tell them that a lot of times we can critique well, but it is different when you do your own, and that a good graphic designer will be able to look at their own work and justify their reasoning.</p> <p>Go over how to live trace properly and what to look for</p>	<p>Academic Standards:</p> <p><b>6.1</b> Identify elements of design (e.g., line, shape, form, texture, pattern, color, value, space, and size)</p> <p><b>6.2</b> Identify principles of design (e.g., contrast, repetition, alignment, proximity, hierarchy, balance, movement, emphasis, harmony, and unity)</p> <p><b>8.10</b> Produce single- and multi-color graphic works using industry standard software</p>
Thursday	Notes:	<p><b>Objective: Practice setting up the vinyl cutters and preparing to cut and weed</b></p> <p>Lesson Overview: Go over the signs on the board and talk about what looks good and doesn't look good.</p> <p>Go over making a line, then increasing stroke, and showing them that you will still need to expand .</p> <p>Go over what makes a line. Show them how to expand and merge (adjust tolerance) (pick a picture from the internet (HOUSE) and show them how they can use search features in google to help narrow down what will look better and help with the results..... then that will not and will trace good and show as a demo)</p> <p>Show how to convert a picture.</p> <p>Show them the blob brush in the end</p> <p>Go over using live trace and setting up the cutters to cut the vinyl. Talk about loading it, making sure the rollers are on the marks, saving vinyl, pressure, and trimming the sheets.</p> <p>Cover deleting unwanted square around image.</p>	<p>Academic Standards:</p>

Friday	Notes:	<p><b>Objective: Operate vinyl cutter machine and set up sign with color separations</b></p> <p>Lesson Overview: Go over how to load, adjust rollers, tuck sheet under, use small pieces, arrange pieces to use vinyl sparingly, difference in the cutters, differences between the types of vinyl etc. You can also so them how to use PS to clean up an image before live tracing as well.</p> <p>List in steps the order of setting up the cutter and cutting out your projects. (roll/sheet line blue marks file- cutting master 2 - cut and plot poll size pick a layer tetris send Explain how to trace and make ready for vinyl cutting images....Include adjustments you can make and problems that may occur and how to resolve them (such as thin lines) Why would you use layers for separations and what are some other ways of doing it without using layers (erasing not needed) Explain how to find images that will trace well, how to trace them and what kind of adjustments can be made.</p>	<p>Academic Standards:</p> <p><b>5.3</b> Utilize correct software for the final product (i.e., page layout, photo manipulation, illustration, etc.)</p> <p><b>5.5</b> Differentiate among graphic file formats based on compatibility, file size, resolution, color gamut, and medium (i.e., JPG, TIFF, RAW, PSD, PDF, INDD, AI, GIF, PNG, etc.)</p> <p><b>7.1</b> Generate project ideas using stakeholder communication, research, brainstorming, thumbnails, roughs, mock-ups, and wireframes</p> <p><b>7.3</b> Develop a project workflow from initiation to completion</p> <p><b>7.5</b> Collaborate with others to plan and execute a graphic work</p> <p><b>8.12</b> Demonstrate layout skills for digital media using industry standard software</p> <p><b>8.2</b> Analyze the applications of vector-based and raster images</p>
--------	--------	---	---