

# Reynolds High School

## Graphic Arts 1: Comics & Design

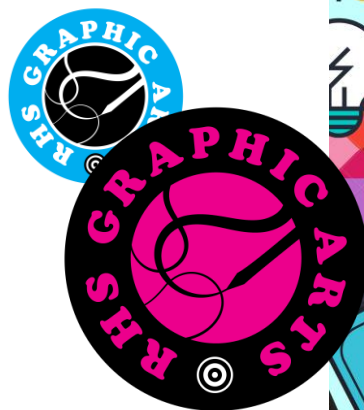
**Syllabus** Updated: 9/1/2023

**Teacher: Carson Abbett** (He/Him/His)  
 Master of Education, Portland State University  
 Bachelor of Fine Arts, Cleveland Institute of Art, Ohio

**Phone:** (503) 667-3186 ext. 1104  
**Email:** [cabbett@rsd7.net](mailto:cabbett@rsd7.net)

**Required Materials**  
 Chromebook, headphones/earbuds, paper & pencil

**Prerequisite:** None  
**Length:** One year/one credit



**Course Description:** Graphic Arts 1 is an full-year introductory course into modern design.

Graphic Arts 1 dives into the graphics arts world, which has exploded in the last two decades to include numerous kinds of multi-media. The basics of logo design, comics, graphic novels, poster design, typography, screen printing, fashion design, and animation will be explored through simple projects. Students will learn about various design careers, their associated cultures and creative software programs, especially Adobe programs (**Photoshop, Illustrator, Rush, & InDesign**).

**You will:**

- Develop your **STYLE** and your “Visual Voice”
- Demonstrate understanding of the Elements of **DESIGN**
- Collaborate with peers in fun and meaningful ways
- **Think like a GRAPHIC ARTIST!!!**

1. **Be Safe. Be Kind. Be Cool.**
2. **Cell/Smartphone Use** –OFF AND AWAY during class period. Use of a smart phone in class is at Mr. Abbett’s discretion
3. **Earbuds/AirPods/Head Phones** –OFF & OUT OF EARS during teacher instruction & partner/group activities
4. **Students who do not maintain a passing grade may lose their phone privileges**



### Course Units/Projects/Timeline

Note: There may be changes to the units, projects, and timeline based on class needs.

Unit	Projects/Activities	Time
Design Fundamentals	Graphic Arts Vs Graphic Design Photography Intro Adobe Express – Self-Portrait Workflow-Software & OneDrive	September
Foundations of Design: Creativity & Collaboration	Fantastic Creature Project	September
Design Basics	Elements of Art/Principles of Design Poster Layout (Adobe Express)	September
Photoshop	Tools and Advanced Effects Patterns, Color Adjustments, Blending Modes	October
Typography	Basics of Typography & Adobe Fonts Typography Project	October
Fundamentals of Design: Sketching	Botanicals & Cartoon Characters	September
Technology Foundations/ Production	Video Editing Intro & Video “Journal” Project	On-going
Character Design	Cartoon Research, Drawing Practice, and Character Design Project	On-going
Foundations of Design: Color	Adobe Color	October
Illustrator	Basic Tools	October

	Patterns Illustration: Landscapes	
Foundations of Design	Scholastic Art Awards Project	November
Design Fundamental: Logos	Logos Introduction & Animal Logo Design (Ai)	November
Design Fundamentals	Infographic Poster	December
Production & Finishing	Screen Printing (One-color)	<i>January</i>
Fashion	Street Culture Intro (shoes, apparel, t-shirts) Pattern Surface Design Project	January/February
Technology Foundations/ Production	Direct-to-garment Printing Introduction T-shirt Design and Printing	On-going
Comics: Short Stories	Comic Strips	February
Design Fundamentals: Illustration	2-D Selfie Illustration	March
Culture & Community	History of 1960's Psychedelic Music Posters Poster Project	April
Technology Foundations/ Production	Card Design & Printing	April
Technology Foundations/ Production	Animation Software – An Introduction	May
Production & Finishing	Stop-motion Project Intro	May
Foundation of Design	Shoe Design - Final Project	May/June

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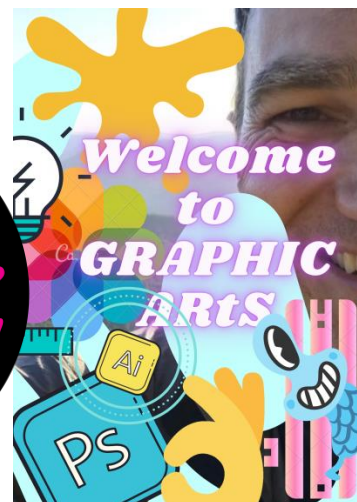
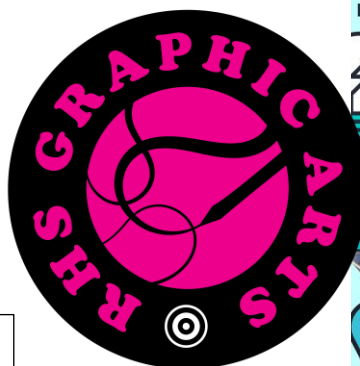
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#### Grading Categories:

<b>1. POWER</b>	(Formative)	<b>20%</b>
<b>2. ASSIGNMENTS</b>	(Formative/Summative)	<b>20%</b>
<b>3. QUIZZES &amp; TESTS</b>	(Formative/Summative)	<b>20%</b>
<b>3. PROJECTS &amp; FINAL</b>	(Summative)	<b>40%</b>

#### Letter Grade Description

Letter	Percentage	Narrative	10-Point Scale
A	90 - 100	Exceeds	10-9
B	80 - 89	Meets/Proficient	8
C	70 - 79	Developing/Nearly Proficient	7
D	60 - 69	Emerging/Developing	6
I	51-59 or below	Unfinished/Incomplete	5
Mi	50	<b>**Grading Floor (Missing Work)</b>	5
N	0	<b>***No Work Submitted/Missing more than two assignments</b>	0

#### Late Work/Retake Policy

- If student will be late turning in assignment, then he/she/they will:**
  - Contact Mr. Abbett in person or via email **ASAP** (as soon as possible) with explanation, plan of completion and questions.
  - Turn in late work no later than two weeks after due date.
  - LIFE HAPPENS - When in doubt about whether an assignment will be accepted talk with or email Mr. Abbett.
- END OF 1<sup>ST</sup> AND 2<sup>ND</sup> QUARTER DEADLINE** – There will be a hard deadline several days before the end of 1<sup>st</sup> quarter and the 1<sup>st</sup> semester. **No late work will be accepted after this point unless student and Mr. Abbett have discussed an alternative plan.**
- Retakes** – Any class assignment and/or quiz can be revised and resubmitted, but must talk with Mr. Abbett about this beforehand. Most projects can be revised & resubmitted as well. **There will be no retakes on the final project or assessments.**

#### SIGNATURES PLEASE

Instructions: Submit a photo of this page in Schoology for syllabus assignment

By signing below, I am confirming that I have read the course syllabus and that I will abide by its policies & expectations.

STUDENT'S PRINTED First and Last NAME

STUDENT SIGNATURE HERE:

Date:

#### Grading Policy Description

- POWER** – This category represents on-going **participation** in assignments and class activities.
- ASSIGNMENTS** – Represents assignments that will be graded for student understanding of the content of the lessons.
- HOMEWORK/QUIZZES\*\*** - Homework will be work that is to be started outside of the classroom. Quizzes will be preparation for mastery assessments.
- Projects and Assessments** – These are summative assessments to measure student understanding. **They are the most important of all the categories. This category measures whether you have been engaged in the other three categories.**
- \*\*The grading "floor"** is a 5 out of 10. This means the first two missing assignments will be marked as Mi, which counts as 50% not 0%. To some extent this allows for a more accurate average mathematically when scores are averaged.
- \*\*\*IMPORTANT: If a student exceeds two missing assignments, then the grading "floor" for ANY missing assignments will be inputted at 0%.**