



Reavis High School
Curriculum Snapshot/Cover Page for Graphic Design



Unit 1: Course Introduction and Raster-based Artwork

12
Days
(non-
consecu-
tive)

Students will explore the basic principles of graphic design through introductory activities. Students will create a raster-based name design using digital imaging software.



Unit 2: Vector-based Artwork

20
Days
(non-
consecu-
tive)

Students will have the opportunity to master vector-based design processes in the creation of print ready designs and illustrations.



Unit 3: Principles of Layout and Composition

10
Days

Students will understand the principles, techniques and processes involved in creating designs that observe the rules of composition.



Unit 4: Combining Vector and Raster Components

10
Days

Students will explore the techniques involved in combining Vector and Raster Components into a finished piece of digital art. The relevance and applicability of each technique are covered in depth.



Unit 5: Typography

10
Days

Students will categorize type into six classifications. They will explore the process of analyzing type through the investigation of individual components of letterforms.



Unit 6: Print Design and Digital Illustration Portfolio

20
Days
(Non-
Consecu
tive)

Students will work toward construction of a portfolio of digital artwork consisting of various print design projects and one large scale illustrative piece.