

intro to graphic DESIGN

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welcome to spring '14 semester!

Graphic design is one of the most important tools of Visual Communication. 'Design' means that the graphics are organized according to a 'plan', the goal of which is to bring order, hierarchy and clearness to the natural chaos.

Introduction to Graphic Design is intended to give you the basics for becoming a successful visual communicator, whether you wish to master page layout techniques, the creation of eye-catching posters, brochures or packages or to be aware of the complex world of informational graphics.

the essentials

Instructor

Adjunct Professor Chris Kirkman, (919) 260-8029, chris.kirkman@gmail.com

Office hours

By appointment - email is best form of contact

Required purchases



- **Sketchbook** for tracking ideas, storyboarding class projects and brainstorming.
- **USB memory stick** (1G minimum) or portable hard drive to save your work. Please be aware that you are responsible for backing up your own work.
- You may also be given **readings from PDF files** that are on the class server.

Recommended items

• **Textbooks**

[Design Basics Index](#)

Jim Krause - HOW Design Books

[Photoshop CS6 Essential Skills](#)

by Mark Galer, Philip Andrews

[Adobe Illustrator CS6 Wow! Book](#)

by Sharon Steur

[Lynda.com](#)

Excellent instructional videos are available on this website. The site charges a \$25 per month fee for unlimited access.





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