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Course Overview

Graphic Design 2 is a yearlong advanced creative studio designed for students ready to work at a higher level of independence and technical skill. The course places greater emphasis on **vector design with Adobe Illustrator, advanced Photoshop techniques, and both 2D and 3D design work**, while continuing to develop photography, layout, multimedia, and visual communication skills.

Students are expected to take greater creative ownership of their projects, develop more complex original work, and apply design principles with increasing sophistication. The course emphasizes creative problem-solving, advanced software skills, visual literacy, revision, critique, and professional presentation. Students will work through the full design process from concept and experimentation to refinement and final production.

Grading Policy and Breakdown

Success in this course is determined by technical proficiency, a grasp of design theory, and the professional execution of creative projects.

Category	Percentage
Classwork & Demos	40%
Photographs / Theory	20%
Projects & Assessments	40%

Due Date Policy

- All work is due on Friday the week it is assigned.
- No work is acceptable after one week, meaning the following Friday.
- Students who use lab time effectively will be able to complete all work in class. Students are encouraged to practice taking photographs outside of class.
- Studio deadlines reflect professional creative production expectations.

Weekly Instructional Routine

Graphic Design 2 is structured to give students greater independence and responsibility for managing their creative work.

Day	Focus
Monday - Wednesday	Students are expected to work independently on current projects, manage their time effectively, solve problems, and continue developing their technical and creative skills
Thursday & Friday	The teacher is available for individual tutorials, project feedback, technical assistance, assessment, critique, and targeted instruction. Students should use this time to ask questions, refine their work, address challenges, and demonstrate progress.

This structure reflects the expectations of a professional creative studio, where students are responsible for moving projects forward while seeking feedback and support when needed.

Fall: Advanced Vector Design and Photography

The fall semester focuses on **advanced photography, portfolio development, and Adobe Illustrator**. Students work with greater independence while developing stronger technical skills and creative control.

Students also use **drawing tablets** to create original digital illustrations and vector artwork.

Major Areas of Study

- Lightroom workflow and photo portfolio development
- Adobe Illustrator and vector design
- Drawing tablet techniques
- Typography and illustration
- Critique, revision, and presentation

Fall Semester Skills

- Applying advanced composition, lighting, exposure, and camera techniques
- Creating cohesive photographic work for a personal portfolio
- Managing and editing images in Lightroom
- Creating original vector artwork in Illustrator
- Using the Pen Tool, Shape Builder, Pathfinder, layers, and typography
- Drawing with digital tablets
- Refining and presenting finished photography and design work

Spring: InDesign, Layout & Independent Specialization

The spring semester focuses on **Adobe InDesign, print layout, and publication design**, while giving students greater freedom to pursue individual creative interests.

Students develop their own learning plan and may explore areas such as 3D design with Blender, motion graphics with After Effects, advanced Illustrator, photography, or other approved digital media.

Major Areas of Study

- Adobe InDesign and print layout
- Typography, grids, hierarchy, and publication design
- Independent learning plans and self-directed projects
- Optional specialization in 3D, motion graphics, illustration, photography, or other digital media
- Portfolio development, critique, and revision

Spring Semester Skills

- Creating professional layouts in Adobe InDesign
- Applying typography, hierarchy, spacing, and grid systems
- Preparing work for print and digital presentation
- Developing and following an individual learning plan
- Building skills in a chosen area of specialization
- Refining and curating work for a personal portfolio

Yearlong Project: Student Portfolio in Canva

Students build one digital portfolio focused on **student ownership, personal interests, and creative direction**. They choose the photography and design work they want to develop, revise, and showcase.

The portfolio should reflect each student's strongest work, individual interests, and growing creative identity.

Class Expectations

Classroom & Equipment Expectations	Photography & Expectations
Use class time responsibly. Stay focused on your projects and do not play	Outdoor photography is a privilege. Thursday and Friday photography time may be used

computer games during lab time.	outside the classroom as long as students act responsibly. Do not disrupt other classes or enter private areas, including bathrooms, with cameras.
Respect the equipment. Treat cameras, tripods, computers, and other equipment with care. If you are unsure how to use something, ask. Never force equipment.	Get permission before photographing others. Always ask before taking or using a photograph of another person.
Learn proper camera procedures. Use the correct camera settings and follow classroom procedures.	Submit only your own work. If another student took the photograph, it is their work, even if you are the subject. The exception is a selfie you personally took.
Recharge batteries. If you are in the last Graphic Design class of the day, remove camera batteries and place them on the charger as directed.	Respect shared files and storage. USB drives, SD cards, and computer stations may be shared with another class period. Never submit, alter, or take credit for another student's work.
Stay organized. Maintain organized digital files, project folders, and portfolio materials.	Produce original work. Follow ethical image-use practices and revise your work based on feedback, design goals, and technical requirements.

AI and Phone Policy

AI: Students must submit original work and be able to show that it was not created by AI. Keep layered Photoshop, Illustrator, and other working files as evidence of your creative process.

Phones: Phones must be placed in the caddy at the start of class. Phones used during class or taken into restrooms may be confiscated by proctors. No headphones during instruction. Headphones may be used during independent lab time with permission

Course Emphasis

This course emphasizes both creative exploration and professional execution. Strong design work requires planning, experimentation, technical control, revision, and presentation. Each semester builds toward a polished digital portfolio that shows growth in photography, image editing, graphic design, multimedia, and visual communication.