Lesson 3 The Graphic Design Application

One of the main reasons why a lot of people don't give graphic design a try is because they do not like to DRAW. Some of us struggle in drawing while some of us excel on it, so they are afraid to try. Our goal for this lesson is to

- Learn where Graphic Design Started
- Try to teach other methods of drawing
- Incorporate learning how to draw to graphic design
- Know the basics of digital design/drawing.

Connect: **Intro for lessons**

The History of Graphic Design
The earliest forms of graphic design were found in the cave paintings created around 15,000 BC. These paintings were created to tell stories, keep records of events and provide information. Cave paintings started as basic line figures, but expanded to detailed artwork as the years progressed. In some parts of the world many original cave painting are still visible. Cave painting were useful, but they lacked a way to transport that information to other locations. This was resolved in 105 AD when Ts'Ai Lun invented paper. This made transporting and distributing written documents and various types of artwork easier than it had ever been. It also added more variety to the types of ink, paint, and other tools that could be used to create artwork. Finally, with the creation of Movable Type by Johannes Gutenberg in 1450, we had all the key components needed for modern graphic design.

William Addison Dwiggins pioneered modern graphic design. He was a typeface designer in the 1920's. His most famous fonts include: Caravan Metro, Electra, Caledonia, Eldorado, and Falcon. Dwiggins continued creating and innovating in the design community until his death in 1956. Less than a decade after Dwiggins' death, Douglas Engelbart invented the mouse. This invention of a precision pointing device paved the way for what would be the greatest innovation in design tools of this generation: the Macintosh. Apple presented the Macintosh in 1984. This was the first computer with a user friendly interface. Shortly after the invention of the 1984 Macintosh graphics applications such as Photoshop and and Illustrator were introduced to the world. Since the invention of these applications, designers have been able to create amazing works of art across a variety of mediums.

Culminate: **Seatwork for the whole lesson**
Who do you think gave the bets contribution to graphic design? Please explain your answer.

Context   **Lesson Proper**
Drawing Basics
The Grid Method
        The Grid method is mostly the most familiar way of copying or referencing a drawing. In this method you need to get a source and then put a grid outline to it. The more lines the better. Few things are to be considered in this method.

- Most of the lines must compound to a square.
- Make sure that you label it all with number as a reference to every block that you will transfer to your won drawing.
- You can use two papers, one with the grid and one with the drawing placed above the grid. Just be sure to fasten it with a masking tape(beige) or a binder/alligator clip
- Finish your drawing with a light downward stroke to avoid tearing up the paper.

The Shape Method
        In this method, we will make use of our basic shapes to copy a drawing. This is not as accurate with the Grid Method but is the stepping stone for our skills for digital design. Please take into consideration the following things.

- The more complex the shape you are drawing, the more shapes are needed. Just be sure to use the basic shapes such as circle, oblong, square and rectangle.

- Make it a point to draw the definite shapes first. If the drawing you are making has an indefinite shape refer to the first reminder. If it has wavy lines just draw that after you are done with the basic shapes.
- Make sure that you draw it lightly. Because you will combine the shapes afterwards, it will be easier for you to erase it when you are finalizing your drawing.

Check-Up / Culminate   **Assignments to be done at home.**

Please bring the following tomorrow. We will practice the two methods and try to sharpen our skill.
- A photo of the thing that you want to draw.(this is for the grid method)
- Pencil, Pen
- At least 10 sheets of typewriting paper
- Eraser.

Compu-Bits: **Added information/discussion for the lesson**

Practice makes perfect is not that good. Because if you practice with the wrong tools or mindset you may just make a mess. Try to fix that by saying GOOD PRACTICE MAKES PERFECT.

Collaborate: **Group Activity**
Computerized Activity: **Hands-on Exercises**
Culminate: **Seatwork for the whole lesson**
Compu-Bits: **Added information/discussion for the lesson**