

Monet Bullen

## Graphic Design Principles I, Course Experience

For the spring semester, I decided to change my major from Computer Science to Communication Technology. Seeing what I had to take along the way excited me, including the drawing class where I'll improve my skills. Graphic Design Principles I being one of them.

The class was different than I imagined. I haven't really taken a class like this before. Including the fact that my impressions of this class kept transitioning. I had to get used to a lot of things such as, getting many art supplies, carrying those supplies to class and being advised how to prepare an internship or position.

During my own time, I use more digital materials when it comes to making art. Going through my art classes took me back to my traditional art roots that sprouted when I was a kid and adolescent. The first project, was a focal point of a circle, the square projects were perspective, pattern and rhythm; a ruler and a ink pens were required to use to complete the projects.

When it came to the color theory aspect of the class, we used gouache, a type of paint. When using it at first, I had to get used to the nature of the paint. Also, white tape is used to prevent and to remove extra paint from around the shapes. It was a challenge but eventually I mastered it. The Final Project was on the topic of "Going Green". The project involves using an art program of Photoshop or Adobe Illustrator. I learned that I could bring in my drawing tablet to work on it during class.

Graphic Design Principles I helped me improve with my eyes with paying attention to detail and improved my drawing. I do enjoy drawing but the inevitable feeling of frustration will usually always come to an artist when they try to draw something new and/or challenging.