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Graphics design Principles I

Graphic Design Principles

        The first day of my third semester at City Tech, it was also the day I would finally

see what a college design class entailed. First thing I did when walking into the into the

classroom was to scan around and look at all my classmates, I was looking for any

similarities, distinctions, and if any of them were "better" than me. As if I could tell by

looking at them once. This was my first real Design class, my future depended on

courses like these. This was where I met my first challenge. I expected the four next

months to go by like a montage of sorts, it would burn bright and fast! I wanted to know

everything about the industry right here and now. Ironically the first thing we did was

introduce ourselves then explain why and what made us want to pursue art as a career.

        After the introductions and a couple of laughs we reviewed the syllabus, which

terrified me, the item list was expensive but what I feared more than that was the

amount of work we would be given since our supplies list was so lengthy. After

reviewing previous student samples, I was relieved that this class didn't seem as hard

as I thought It would be and so I expected to understand everything easily. The

exercises and practice were to help us train our eyes to work like professional

designers. When the first black and white assignment was up for critique I was nervous,

but after realizing that I am not the object of the critique I felt a lot calmer. I had to Redo

the black and white assignment until the draughtsman was silky smooth and the margins appeared equal or appeared to be.

      We measured the shapes over and over. We then worked on patterns of black shapes it was especially hard when we had to separate two shapes by 1/32 or an inch. The gouache projects required more attention to the detail than other exercises. When it came to draughtsmanship the gouache squares and shapes required a lot of repetitions but working on them taught me how to match colors and create illusions with same tone hue. Graphic design Principles has taught me a lot about how eyes perceive colors, art, and shapes. This has better prepared me for my future career in designing ads. The final project being on the computer, required all the knowledge I've gathered from the previous ones and combine them into a going green poster using flat simple shapes and even tones.