

Course Description

This is a course for all skill levels designed to introduce students to the fundamentals of design. Students will develop an understanding of visual design, including logo and brand design, color theory, fashion, and industrial design, typography, and advertising. Students will use a variety of traditional mediums and technology.

Students who are interested in this course:

- Have some art experience and want to improve their skill.
- Want to create, evaluate, and experience all things art
- Want to learn how to produce several different styles of art from animation to realism to surrealism.
- Want to develop their style

Work We Do

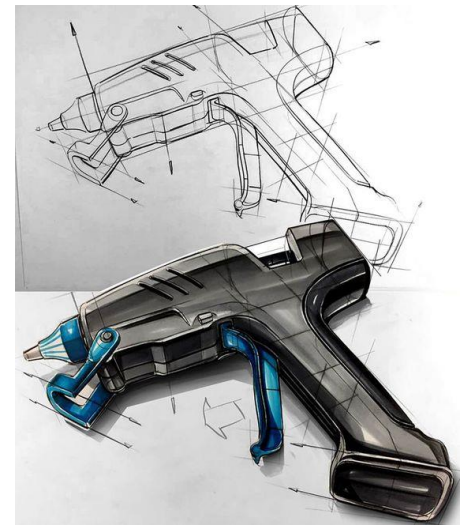
Students will...

- Develop their research skills
- Analyze and synthesize their own ideas about modern society
- Work individually and in groups on projects utilizing various types of sociological methods
- Investigate social problems and how they might be overcome

PRODUCT DESIGN

“Not only can a designer change the world, a designer should.”
- Mike Monteiro

DESIGN
is not just what it
LOOKS LIKE
&
FEELS LIKE
DESIGN
is how it
WORKS



“This class really helped me understand the real world applications of design.”

- Jiho Park, Junior



Homework Time:
Most work completed during class time

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Semester course
(5 credits)

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NHS elective credit

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Not UC/CSU approved

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