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GRAPHIC DESIGN 218 (DIGITAL IMAGING – USING PHOTOSHOP)

Understanding the design arts and how to properly use digital imaging are pertinent for the proper communication of ideas. Whether these designs are online or printed, it is important for one to understand how to utilize current design software in order to succeed in this competitive industry. This class helps teach you how to create, manipulate and edit objects using Photoshop software on a MAC interface. Hand work, collaboration, research and ideation are also important factors in this beginner art/design class.

GRAPHIC DESIGN 228 (ILLUSTRATOR & INDESIGN)

Understanding graphic design terminology, historical context and how to properly use digital imaging are pertinent aspects for proper communication of ideas. This class helps teach you how to create, edit and manipulate objects and type, focusing around Illustrator and InDesign CS5 software on a MAC interface. Handwork, collaboration and typography manipulation begin to be addressed in this class.

GRAPHIC DESIGN 328 (ILLUSTRATOR & INDESIGN)

Moving beyond basic graphic design terminology, this class helps students gain a better understanding of graphic design and the marketing industry. We learn how the social aspects of design and its history relate to the way an idea is visually communicated. We continue to explore designers, typography and their influences to the design world. This class focuses on using Illustrator and InDesign with the MAC interface. Hand work, collaboration, booklets using style sheets, and three-dimensional aspects of press printing, folded paper and packaging also begin to be addressed in this class.

CREATING A WEB SITE (DREAMWEAVER W/ HTML, CSS & WYSIWYG)

Understand how to use text editors (Dreamweaver) to create HTML layouts and enhance them using CSS. This class goes from using and understanding basic HTML code to finished web site creations. Fundamentals of image resolution, web basics and a basic Photoshop understanding are also part of this class. The first half of the semester concentrates on learning Dreamweaver, basic HTML and web fundamentals. The second half requires utilization of these fundamentals through projects like e-newsletters and web site creation.

DESIGN OBJECTIVES

- Acquire a working knowledge of Adobe CS5 print and web software.
- Translate ideas into meaningful forms using concept development with hand, digital & printed output.
- Utilize proper terminology and know how it relates to the design and web industry.
- Learn about current design trends & the role contributing artists play in impacting design history.
- Use the class web blog in order to obtain peer feedback and gather inspiration.
- Learn time management techniques & sharing critique feedback.