
COURSE NAME: GRD360 Graphic Design- 3 Dimensional Design

Credit Value: 4**Total Course Hours:** 56**Prerequisite Course(s):** GRD110 Design-Visual Elements, GRD120 Design-Entertainment Design, GRD230 Corporate Design, GRD240 Info Graphic Design, GRD350 Advertising Design or related work experience.**Corequisite Course(s):** No

COURSE DESCRIPTION

This course will continue to engage the student in developing and creating results for a variety of visual and 3-dimensional design solutions. In addition, effective business practices and professional attitude will be applied to all client/instructor design activities. The role of recycling and sustainability will form the basis for all design parameters and project discussions. Studio assignments may include: 3-D imaging and typography, Packaging, Trade show displays, Pop-up cards and Point of Purchase Advertising.

LAND ACKNOWLEDGEMENT

Canadore College resides on the traditional territory of the Anishinaabeg and within lands protected by the Robinson Huron Treaty of 1850. This land is occupied by the people of Nipissing First Nation since time immemorial.

PLAR INFORMATION

This course is eligible for Prior Learning Assessment and Recognition. Students are advised to discuss options with their program coordinator.

COURSE LEARNING OUTCOMES

Upon completion of this course, the student will have reliably demonstrated the ability to:

1.0 Use the principles and elements of design in advanced studio assignments.

- 1.1 Research, prepare and present ideas.
- 1.2 Follow the principal, elements and process of design.
- 1.3 Work with client to revise and improve design.
- 1.4 Create design for appropriate media, print, web, mobile devices or all.
- 1.5 Create and keep all brainstorm, Sketches, reference and samples in a "Process Book".

2.0 Plan and implement solutions to problems encountered in all phases of the graphic design process.

- 2.1 Assemble and write accurate project / client briefs to be shared with clients and added to process book.
- 2.2 Create and keep all brainstorm. Sketches, reference and samples in a Process Book.
- 2.3 Research and record sources to be added to Process Book.

2.4 Determine hierarchical structure of the information.

2.5 Create a theme, look and feel.

2.6 Choose appropriate message for product or service.

2.7 Choose appropriate copy and imagery for product or service.

3.0 Create visual and 3-dimensional communications through the application of design theories and principles to develop effective design solutions.

3.1 Research the competition.

3.2 Decide on medium to be used.

3.3 Research and choose what form design will be appropriate.

3.4 Work with colleagues to determine appropriateness of product to target group.

3.5 Record all reference.

3.6 Use a variety of technologies to create, capture and manipulate design elements in producing a final visual.

4.0 Communicate effectively, credibly, and accurately w/ clients, supervisors, co-workers, and target in audiences by using a variety of media.

- 4.1 Apply effective self, peer and client critiquing skills in evaluating Advertising solutions.
- 4.2 Readable and easy to understand.
- 4.3 Identify the problems areas, revise.
- 4.4 Re-evaluate, does design link with brand and original intent?
- 4.5 Re-evaluate, does product or service connect with interested consumers.
- 4.6 Does the project respect the audience?
- 4.7 Effectively present design work to class, clients, staff and faculty using presentation software.
- 4.8 Create professional quality Portfolio Boards for Print and Online media of final Designs for final portfolios, presentations, contest and exams.
- 4.9 Display Professional conduct; language, dress, hygiene, manners, and respect, as would be expected in the Workplace.

5.0 Demonstrate advanced communication skills in presenting proposals and/or design solutions.

- 5.1 Present ideas to client with designed, thoughtful presentation techniques.
- 5.2 Analyse, evaluate, and apply relevant information from a variety of sources.
- 5.3 Locate, select, organize, and document information using appropriate technology and information systems.
- 5.4 Identify problems.
- 5.5 Final product will complement the original intent.
- 5.6 Rework as needed.
- 5.7 Allow for extra time, for critiquing and

revising.

5.8 Prepare for online discussion and react professionally.

5.9 Clearly communicate the process.

5.10 Create clear, spelling and grammatically correct design rationales as per GDC and RGD standards.

5.11 Effectively present design work to class, clients, staff and faculty using presentation software.

6.0 Explore new and upcoming technologies and trends in packaging, display design and materials, including:

6.1 Current and Upcoming Trends

6.2 New Technologies

7.0 Design & produce individual work for final portfolio.

7.1 Design and produce 3-D images and typography.

7.2 Design and develop a professional package.

7.3 Design and develop 3D paper product.

7.4 Design and digitally produce a trade show display.

7.5 Develop a Process book to accompany a project.

7.6 Create Portfolio Boards for print and Online including process, mockups and short project objective.

8.0 Understand the relationship and responsibilities inherent in the design role as it applies to the client, retailer and the larger view of community recycling and sustainability.

8.1 Discuss and explore the complexities of sustainable design.

8.2 Research current and future practices.

8.3 Apply sustainable design elements to clients.

8.4 Explore sustainable packaging.

GENERAL EDUCATION

This is not a General Education course.

PROGRAM OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved program learning outcomes (PLO):

Graphic Design

1. Conceptualize and develop design solutions using principles of design to create visual communications that meet the needs of the project.
2. Employ the design process to create design solutions that meet the project objectives and the needs of the client and/or user.
3. Plan, create and use photography, illustration and typography in design layouts to meet the requirements of the creative brief.
4. Design, develop and create a variety of media products using relevant, current and/or emerging technologies.
5. Communicate ideas, design concepts and opinions clearly and persuasively to others.
6. Use recognized industry practices throughout the design process and related business tasks.
7. Plan, implement, and evaluate graphic design projects using project management skills to deliver quality work to clients according to schedule and within budget.
8. Complete all work in a professional and ethical manner, and in accordance with all applicable legislation and regulations.
9. Keep current with visual media design trends, technologies and industry practices using strategies that enhance work performance and guide professional development.

ESSENTIAL EMPLOYABILITY SKILLS OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved essential employability skills (EES) outcomes:

1. Communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfils the purpose and meets the needs of the audience.
2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.
3. Execute mathematical operations accurately.
4. Apply a systematic approach to solve problems.
5. Use a variety of thinking skills to anticipate and solve problems.
6. Locate, select, organize, and document information using appropriate technology and information systems.
7. Analyse, evaluate, and apply relevant information from a variety of sources.
8. Show respect for the diverse opinions, values, belief systems, and contributions of others.
9. Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
10. Manage the use of time and other resources to complete projects.
11. Take responsibility for one's own actions, decisions, and consequences.

EXTERNAL COURSE ACCREDITATIONS AND CONDITIONS

There are no external accreditations or conditions identified for this course.

COURSE EVALUATION

Evaluation Item	Weight
Professionalism	5
In Class Work	35

Major Assignment #1	20
Major Assignment #2	20
Major Assignment #3	20

COURSE PASS GRADE

50

GRADING SYSTEM

A+:	90-100%	B+:	77-79%	C+:	65-69%	D:	50-54%	S - Satisfactory
A:	85-89%	B:	73-76%	C:	60-64%	F:	0-49%	I - Incomplete
A-:	80-84%	B-:	70-72%	D+:	55-59%			F- Repeat Course, included in GPA
								FS- Failure Supplemental
								FR- Repeat course, excluded from GPA

*For a complete chart of grades and descriptions, please see the Grading Policy.

LEARNING RESOURCES

Course Textbooks:

Title:
 Author:
 Publisher:
 Edition:
 Print ISBN:
 eBook ISBN:

Required:

NoteBook computer and Adobe Creative Cloud software Subscription and Internet access (supplied while on campus).

Note: It is the responsibility of the student to ensure the software versions match exactly to what is available at the College and that all digital files are compatible for marking. The college will update software only once per academic year.

Drawing tablet, Portfolio Kit Supplies.

Books, magazines, and online resource for most major assignments.

Book, magazine titles, issues and online links will be recorded on final assignments.

Collect reference and samples for your personal resource file.

Recommended:

iPad and Creative Apps
 DSLR Camera

Resources listed on the course outline support the achievement of learning outcomes, and may be used throughout the course to varying degrees depending on the instructor's teaching methodology and the nature of the resource.

Technology requirements - <https://www.canadorecollege.ca/BYOD>

The Harris Learning Library's staff can help you find resources to support your learning - www.eclibrary.ca

LEARNING ACTIVITIES

Exercises and projects

DELIVERY MODE

This course may be delivered, in whole or in part, in a number of modalities, including In-Person, Remote (synchronous and/or asynchronous), hybrid, or Hyflex, as per accreditation and/or regulatory standards where appropriate. This information is identified on the course schedule (student and faculty).

RECORDING GUIDELINES

This class may be recorded by faculty of the College. Faculty will inform students when recording of the class commences and ceases. 'Recorded' means that the audio-visual and chat portions of the class will be recorded and then be stored on the College or vendor provider server. They will be made available to students, but only for the express and sole use of those registered in this course. If you have any questions or concerns about this recording, please contact your instructor or the College's privacy officer at privacy.officer@canadorecollege.ca. Full recording guidelines can be found at: <https://cdn.agilitycms.com/canadore-college/academic-centre-of-excellence/Canadore%20Recording%20Guidelines.pdf>

EXPERIENTIAL LEARNING & INTERPROFESSIONAL EDUCATION

All full-time programs of study at Canadore College strive to provide students with opportunities for experiential learning and interprofessional education. This course provides students with both experiential learning (EL) opportunities and interprofessional education (IPE) through:

Work/Field Placement (EL)

Projects (IPE)

Workplace/Lab Simulation (EL)

Simulations (IPE)

Projects (IPE)

Incubator/Entrepreneurial activities (EL)

Projects (IPE)

ACADEMIC POLICIES

Canadore College is committed to the highest standards of academic integrity, and expects students to adhere to these standards as part of the learning process in all environments. The College's Academic Integrity policy seeks to ensure that all students understand their rights and responsibilities in upholding academic integrity and that students receive an accurate and fair assessment of their work. Please review the Academic Integrity policy (A-18) and other academic policies found on our website:

<https://www.canadorecollege.ca/about/policies>.

COLLEGE POLICIES

- Protecting human rights in support of a respectful college community

For college policies please see: <http://www.canadorecollege.ca/about-us/college-policies>.

Accessibility Learning Services for Students with Disabilities - Student Success Services

Student Success Services provides comprehensive support to students. We aim to ensure that all students have equal access to educational opportunities and can succeed in their academic journey. Our services focus on reducing and eliminating barriers related to education through individualized accommodations and support. If you are a student with a disability, we encourage you to register with Accessible Learning by completing the Student Success – Accessible Learning Services Form (https://canadorecollege-accommodate.symphlicity.com/public_accommodation/).

For more detailed information about the services offered, please visit our webpage: Student Success Services - (<https://www.canadorecollege.ca/support/student-success-services>). To connect with Student Success Services email studentsuccessnow@canadorecollege.ca or call 705.474.7600 ext 5205.

FIRST PEOPLES' CENTRE:

A culturally safe environment offering CONFIDENTIAL student focused services, drop in or make an appointment to access:

- One on one counselling
- Elder in residence program
- Peer tutoring
- Peer mentorship
- Lunch & learn workshops on study skills, self-care, life skills
- Learning Resource Centre

Drop by our offices at C254 College Drive, W103 Commerce Court or call 705 474 7600 Ext. 5961 College Drive / 5647 Commerce Court.

<https://www.canadorecollege.ca/experience/indigenous-student-experience>

WAIVER OF RESPONSIBILITY

Every attempt is made to ensure the accuracy of this information as of the date of publication. The college reserves the right to modify, change, add, or delete content.

HISTORICAL COURSE OUTLINES

Students use course outlines to support their learning. Students are responsible for retaining course outlines for future use in applications for transfer of credit to other educational institutions.

ADDITIONAL DISCLAIMER NOTE

All assignments are due upon deadline. All assignments **MUST** be submitted through iLearn to their respective course and dropbox. **MAKE SURE TO VIEW ALL DEADLINES ON iLearn.** Students are responsible for informing faculty of special circumstances and negotiate arrangements for alternative dates and/or grade revisions. Medical documentation may be requested for unexcused or unexplained absences that result in missed assignments, tests and/or exams. All approved late assignment submissions will incur a 10% deduction and may be accepted up to a maximum of 7 days (1 week) late after which time will not be accepted. Extended deadlines need to be negotiated with each faculty member. Allowance of late submission under the accommodations provision allows for up to a maximum of 7 days.

****ALL assignments due before midterm MUST be in and will not be accepted after midterm. Prior notification of tardiness or absence is always appreciated.**