

C O V E R

Quarter 6

Project 1.2

Week 2

Objective:

To establish a benchmark for student creative ideation and software knowledge through a simple graphic exercise.

Lecture Outline:

“Dictionary of 20th Century Design and Designers”

“Twentieth Century Design”

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Assignment:

Redesign the book cover for a new edition of “Twentieth Century Design”

Read Chapters 6 through 10 in “Twentieth Century Design”

Read “Pictured” Letters n-z in “Dictionary of Design”

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Lecture(s) / Procedure:

8:00am Project Intro Mondays
Lecture

8:00am Other Mondays
Individual Consultations

11:00am Wednesdays
Interim Critiques
Group Discussion

11:00am Fridays
Interim or Final Critique

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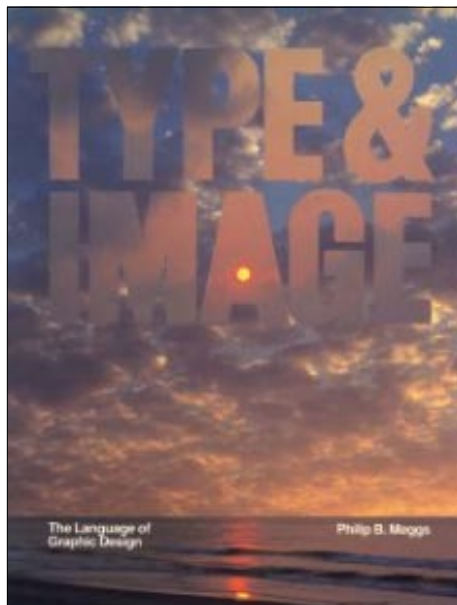
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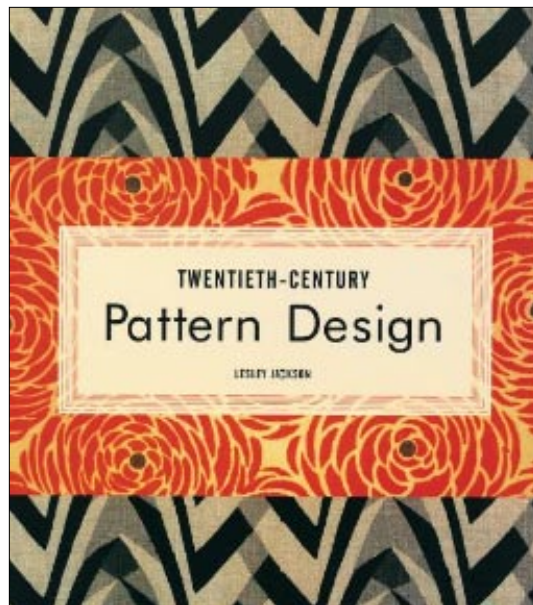
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