

GRAPHICS & ANIMATION

<http://Kitsilanographics.ca>

GRAPHIC ARTS 9-12

Graphic Arts classes are project based and you work with a variety of materials, techniques and software. Courses are structured in units and once you have learned the basic skills, you can choose between designing T-shirts and buttons, 3D printing, publishing a magazine, animation, or developing items for advertising and social media. Graphic design is all around us, and in almost everything we view or use to interact. The Kits Graphic Design program offers so many choices and options, it will take more than one course to explore them all, and it's never too late to start, regardless of you level of skill or previous experience.



COURSE:

GRAPHIC ARTS 9 -

In this course, you will explore the materials, tools, techniques and principles that are used to create the images and media that we are surrounded by. This project based course will allow you to create a variety of projects using both traditional techniques and computer software through exploration and purposeful play. Adapt your new skills to create things such as T-Shirt designs, Posters, Buttons, 3D printed designs and animation. By taking creative risk you will create meaningful artistic and personal pieces of design. (Supplemental fee may apply)



GRAPHIC ARTS 10 –

In this course, you will design with purpose. By using a variety of materials, tools, techniques and principles, you will identify potential users of your designs and match your ideas to the criteria and constraints of your design. You will be using industry standard software (Adobe CC, AutoCAD, etc.) and look to professional sources for inspiration to develop a plan for your designs and will learn how to present your ideas to a variety of audiences. (Supplemental fee may apply)



GRAPHICS ARTS 11 -

You will create graphic works individually and in groups using imagination, observation and inquiry. From your choice of technology and techniques you will create works with an audience in mind. Learn how Graphic designs are a reflection of the society they originate from and how they can communicate complex ideas through the use of symbols and metaphors. Choose from a great variety of options to learn skills you can use to present learning from other subject areas or individual interests. (Supplemental fee may apply)

GRAPHICS ARTS 12 -

In this project based course you will design by anticipating the impact your design will have on the intended audience. By honing your skills in a variety of technologies and techniques you can develop your own personal voice and create designs that show an understanding of personal, social, environmental and historical context. Develop your own design portfolio and explore the career opportunities of graphic artists and people in related careers. (Supplemental fee may apply)



DESIGN 11 & 12 –

For those serious about Graphic Design, 3D printing or silk screening. These courses are for those who want to take more than one Graphic Design Course at their Grade level. Content of these courses will be based on your interest, previous experience and individual skill level. There is a strong expectation that projects created in these courses are 'real world' and could be marketed and sold. Individual learning plans will be created for each student to ensure portfolio worthy assignments can be taken home. (Supplemental fee may apply)

ANIMATION 11 & 12 – Learn real animation skills (Open to students Grade 10 and up)

For those who want to spend the whole year working on Animation and learn real animation skills. In the first two terms, you will use a variety of software and techniques in both individual and group projects to learn the principles of animation. By analyzing existing work, and through planning and problem solving you will develop your skills and critical awareness. In term three you will create a 'feature' animation. (Supplemental fee may apply)



PHOTOGRAPHY



PHOTOGRAPHY 9 – 12

<http://Kitsilanographics.ca>

Photo classes are project based and students work at their own pace to complete individual and group projects. The focus is on skills, tools and critical thinking. Photography is a fun course where beginners can learn the basic techniques and more advanced photographers can work on more complex challenges. Full of creativity and variety, you will never be bored, regardless of your skill level and how many years you take photography! Join at any grade level and be surprised by how much you will learn

PHOTO 9 -

Start by learning how traditional film photography and the Dark Room works, before using digital cameras to develop your photography skills. Through project-based, purposeful play, you will explore the tools and techniques of photography. Using Photoshop, you will develop skills that will allow you to improve the quality of your images and how you could use them in new contexts and for different audiences and purposes, such as your web identity, in advertising and promotion, or to express your thoughts, emotions and experiences. (Supplemental fee may apply).



PHOTO 10 –

Work with both traditional film and digital photography to create a variety of images, both for yourself and to share with an audience. Learn to use the language of photography to evaluate how great photographs are taken and learn to take great photographs yourself. Develop your skills in Photoshop to communicate your ideas and express your mood or message through the images you create. (Supplemental fee may apply).



PHOTO 11 –

Experiment with both traditional film and digital photography as well as Photoshop to create photographic images that express your ideas. Work individually and in groups to create images with a specific audience in mind. Explore the practice of professional photographers and develop an understanding of the power of an image and the social responsibility that comes with modifying images. (Supplemental fee may apply).



PHOTO 12 –

Using a variety of Software, traditional techniques and Digital images, learn to develop your own design language. Create images that show an understanding of the history and tradition of photography, and that can be shared with an audience. Learn to use the language of photography to critically evaluate the quality of both your own and that of others, and learn to appreciate the role of the photographer in presenting social justice issues to an audience. (Supplemental fee may apply).



YEARBOOK

ANNUAL PRODUCTION 11 Grade 10's welcome!

ANNUAL PRODUCTION 12

Do you enjoy desktop publishing, photography, journalism or promoting the school culture and traditions? In this course you will be involved in every part of the process of creating and publishing the school Yearbook. Unlike any other course, what you create will be seen by thousands for years to come! **No course fees, instead you get treats and meals when production targets are met.**



ANNUAL DESIGN 12

By application only. See Mr. Mehl

This is the course for yearbook editors, who decide the look and theme of the yearbook, are ultimately responsible for the finished product, and qualify for yearbook scholarships. **Need to have some yearbook experience. Applications are available in room 149**