



Southmoreland School District

Graphics Prototyping Curriculum Overview

Graphics Prototyping Overview:

This course offers a hands-on learning experience for students who would like to design, create, prototype and manufacture their own projects. Students will have access to STEM equipment and resources to engage in activities to create projects which teach them how to control the machines and gain basic skills in 3D printing, laser cutting and engraving and use the software necessary for these operations. Students will have the opportunity to design and create their own projects based on their areas of interest, and/or solutions to real-world problems. Graphics Prototyping is offered as either a 6-day or 3-day option.

Module Titles:

Module 1: Design Elements

Module 2: Graphic Processes-Laser Engraving

Module 3: Graphic Processes-Vinyl

Module 4: Graphic Processes-Photography

Module 5: Graphic Processes-Screen Printing

Module Overviews:

Module 1: Design Elements

Design elements explore the pillars of design. Why we put elements in an order, why certain designs attract or create options or feelings about a product or photo.

Module 2: Graphic Processes-Laser Engraving

Process based design project to get students an experience in laser engraving. Student worksheet and student design projects are incorporated into the final product.

Module 3: Graphic Processes-Vinyl

The vinyl process is a great starter for students. With a design conversion from google drawing students can create designs for application.

Module 4: Graphic Processes-Photography

Digital photography in the context of producing better photos. Rule of thirds, PIXLR, and some photo practice allows students to retain styled photos. Student photos only, school appropriate only.

Module 5: Graphic Processes-Screen Printing

Creating a screen print shirt from design to printed positive to the final product.