



Technology Education
0.50 credits - semester

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Course Description

This semester course will allow students to explore their creativity through graphic printing processes. Students will learn and apply basic skills in the process of screen-printing. In addition, to screen-printing, students will be learning vinyl cutting skills, the art of sublimation, as well as simple heat transfer application. Digital artwork preparation and design are important components in each of the printing applications.

Evaluation

This is a performance-based course so much of the students' grade will be project based. Another large portion will be made up of participation points. To obtain full credit the following things will be expected out of each student on a daily basis:

- Use class time wisely and work from **bell to bell**.
- Clean up in the allotted time at the end of each period.
- Properly use all equipment in the classroom and lab areas.
- Stay on task with little or no encouragement.
- Good attitude and work ethic.

General Rules

Do Authentic work! Be BRAVE:

1. **Be safe** – listen to all directions
2. **Respect** - Be on time.
3. **Accountable** – Do authentic work
4. **Victorious** - Don't prevent me from teaching or others from learning.
5. **Enthusiastic** - Let the creative juices flow!

Course Requirements

All materials for the printing processes will be provided to the students. However, the student must provide something to print on (t-shirt, sweatshirt, pants, hats, bag, etc.) if they do not want to print on construction paper.

Course Outline

1. Elements of Design
 - a. Font
 - b. Contrast
 - c. Balance
 - d. Space
2. Photoshop
 - a. Selecting
 - b. Layers
 - c. Text
 - d. Printing
 - e. Saving
3. Screen Printing
 - a. Creating design
 - b. Preparing screen
 - c. Printing image
4. Heat Transfer
5. Sublimation
6. Illustrator
 - a. Live Trace
 - b. Anchors
 - c. Cut Studio
7. Vinyl Cutting
 - a. Creating vectors
 - b. Cutting
 - c. Weeding
 - d. Applying