GD 1

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Note: this is a work in progress and will change and adapt throughout the semester. The latest version can will always be posted to github.com/andymangold/gd1

Course Description

The goal of this course is to teach you to think like a designer, to approach the world with a critical eye, and to arm you with skills and processes that traverse specific tools and media. It is most important that you have fun and learn as much as possible.

The class will consist of many, smaller projects as opposed to fewer, larger ones. This will allow you to take risks, fail quickly, and go through the design process in it's entirety multiple times throughout the course of the semester. Assignments will be focused on ideas and process. You will not be assigned 'hand-turkey' projects. Fundamentals will be taught through example when reviewing work.

For many of the assignments, the format will be left up to you. This is an opportunity to showcase your unique skills and interests (printmaking, illustration, bookbinding, building websites, etc.) but you will also be expected to work outside of your comfort zone.

Supplies

- GitHub Account
- GitHub for Mac
- Espresso for Mac (if you are experienced with CSS and already have a preferred text editor, please let me know)