

GRAPHICS

ELECTIVE
SUBJECT

Year 10

Why do Graphics: The graphics industry is the largest industry in the world. It includes traditional career paths in publishing, design and engineering as well as new pathways that have opened up through the use of computer technologies, such as multimedia and computer animation. Graphics provides students with the skills to communicate with people via sketches and drawings and allows students to become proficient in the use of the CAD programs.

Course Outline: Students study topics in 3 main areas:

- Business Graphics
 - Production Graphics (Product Design)
 - Built Environment (Architectural Design)
-

Learning Experiences:

- Sketching & rendering techniques
 - Computer-aided Design (CAD)
 - Up to 80% of the course will be computer based.
 - planning design
 - expressing ideas.
-

Assessment:

- 1 semester test per year
 - 3 major research & design assignments per year
 - 1 folio of class work per year
-

Prerequisites: A keen interest in drawing and sketching is desirable. A computer and internet access at home are very useful for success in this subject.

Certification: School End of Semester Reports.

Homework Commitment:

- Research for assessment tasks.
 - The completion of assignments forms
 - The majority of homework commitments.
 - Completing class work exercises if not completed at school.
-

Cost & Requirements: See the schedule of fees for costs in addition to the standard school fees.

Links to Careers: Content and skills learned in Graphics directly correlate with units of study in: **University** courses such as: Town Planning, Surveying, Engineering, Architecture, Cartography, Landscape Architecture, Drafting, CAD, Industrial Design, Interior Design, Graphic Design and Multimedia.

TAFE courses such as: Advertising, Graphic Art, Building, Engineering, Jeweller, Fashion Design, Multimedia Studies.
