



WHY YOU ARE HERE?



What is Graphic Design? design elements, principals, features, medium

Why Graphic Design?

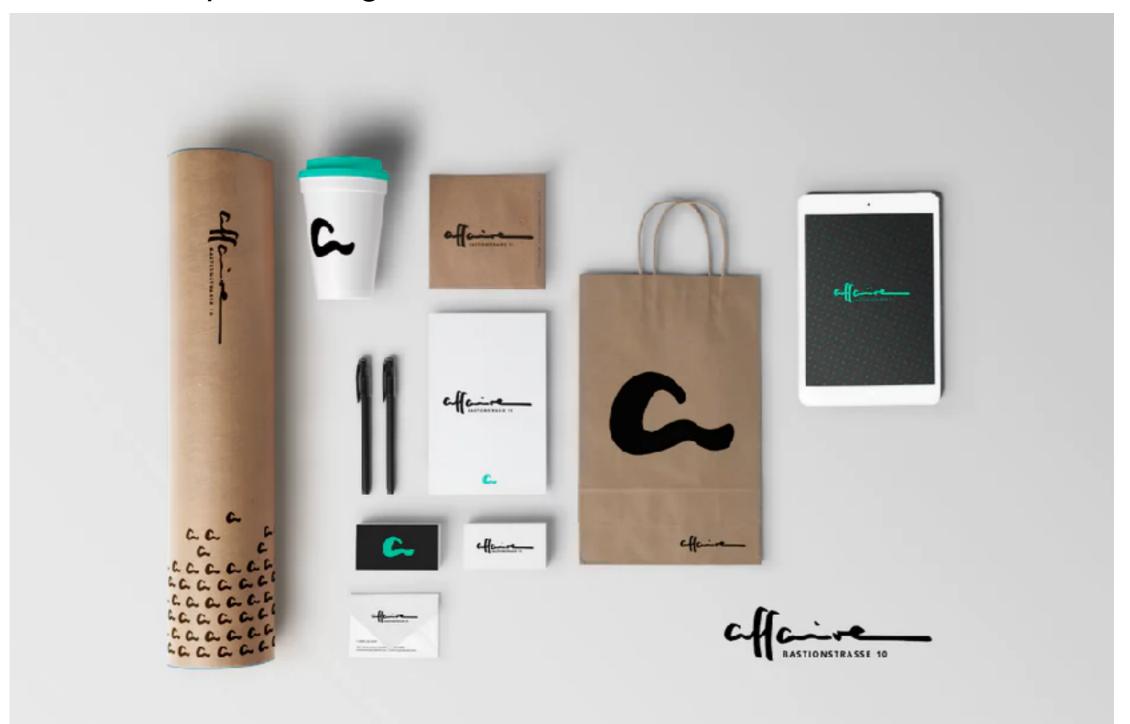
the purpose, communication, message, audience

How to Graphic Design?

softwares, analog to digital, outcome, publishing, formats, technical skills

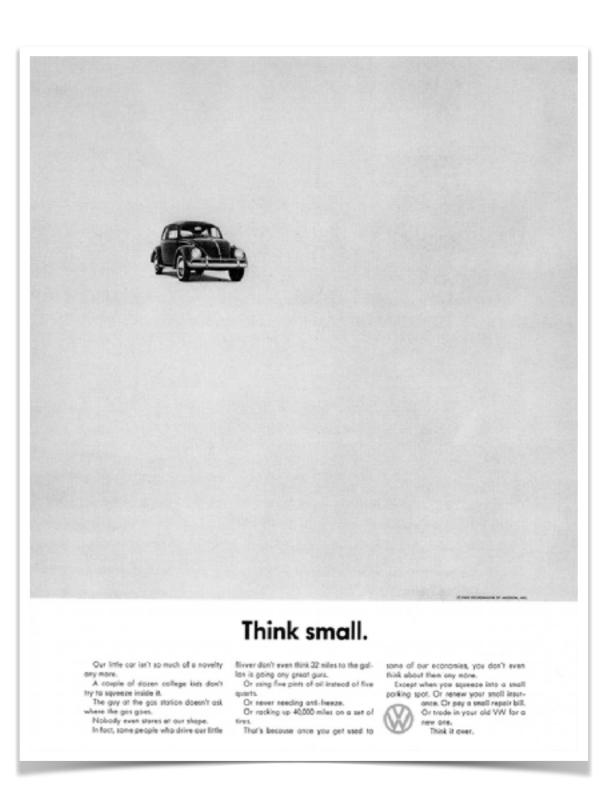




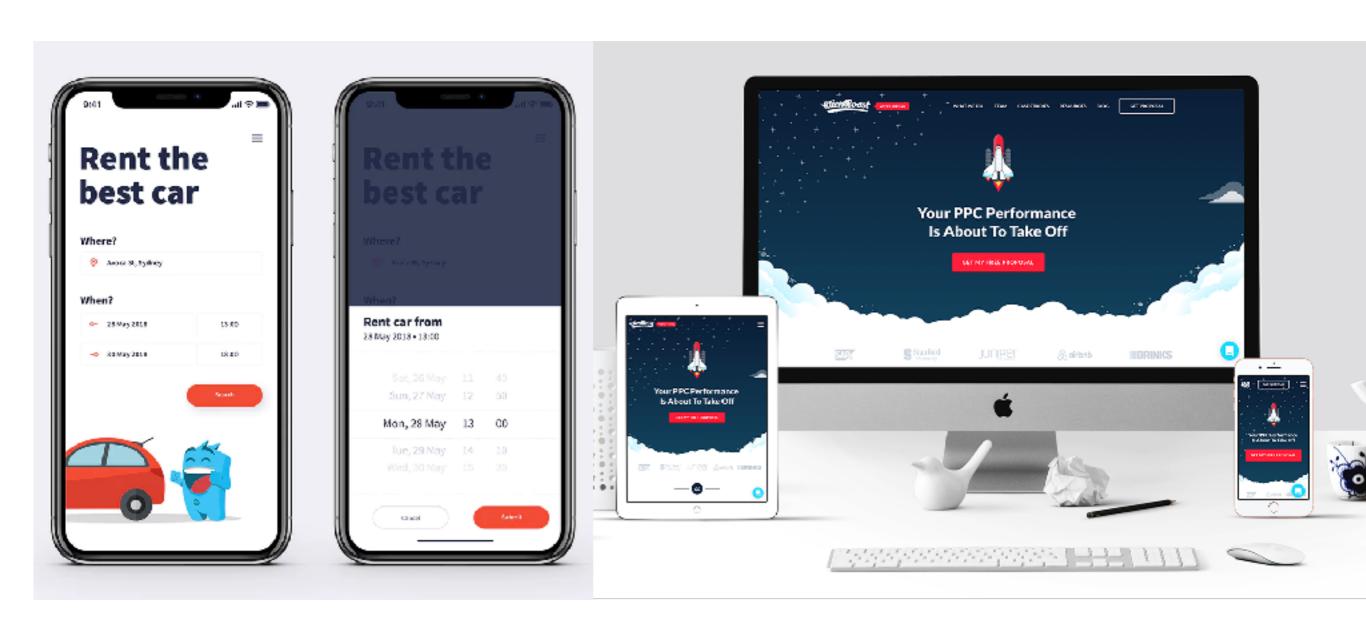


IDEA V CREATIVITY







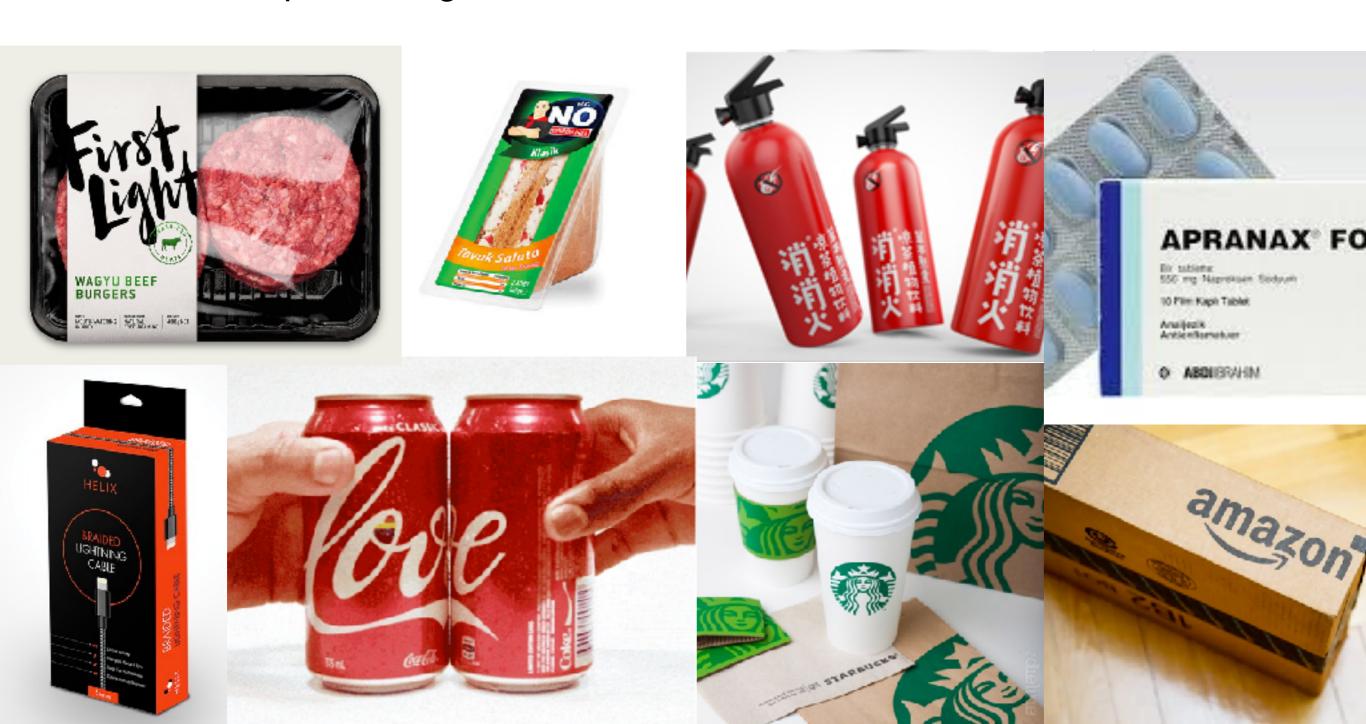


















Beril Ateş







What is Graphic Design?



Sign Type PK-5 Public Parking Surface Lot ID Sign Type HD Historic District Identity Sign Type IN Large Interpretive Sign Type IK Visitor information Klosk Sign Type DR Whiceler Directional Sign Type PK-6 Public Parking: Trail blazer Sign Type PD Redestrian Directional

Sign Type TS

Capital Park Trolley Stop











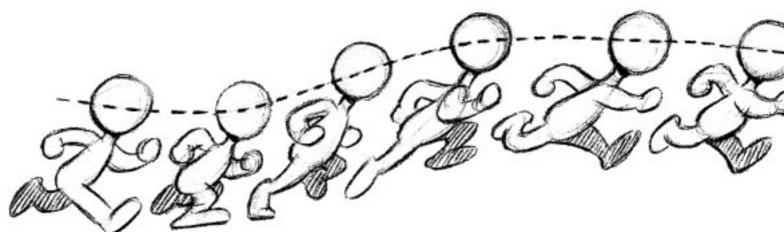




















What is Graphic Design?

etc..

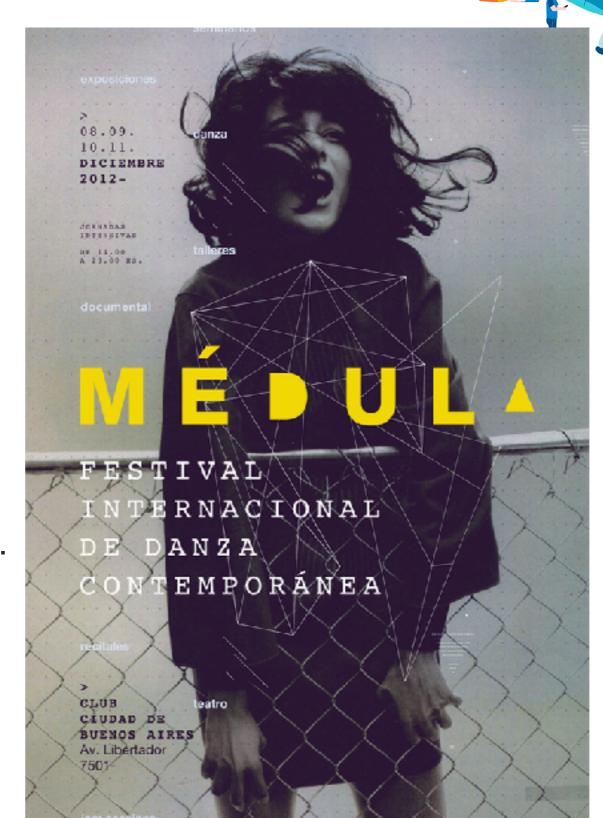


- .. is the craft of creating visual content to communicate messages.
- .. is the process of visual communication and **problem-solving** through the use of typography, photography, and illustration.
- .. involves a creative and systematic plan to solve a problem or achieve certain objectives, with the use of images, symbols or even words. It is visual communication and **the aesthetic expression of concepts and ideas** using various graphic elements and tools.
- .. is art with a purpose.
- .. is the **art and practice** of planning and projecting ideas and experiences with visual and textual content.

What is Graphic Design?

.. the art or skill of combining text and images in/for;

- + printed media like advertisements, posters, magazines, books, etc.
- + digital media like web sites, interfaces (interactivity) motion graphics, tv advertisements, etc.

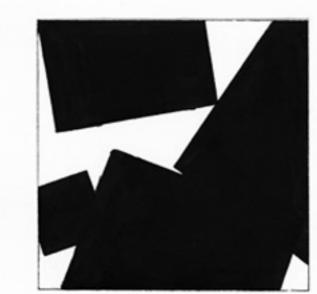




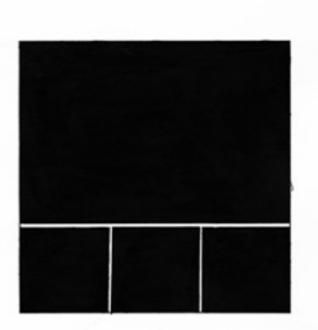
What is Graphic Design? design elements, principals, features, medium

















What is Graphic Design? design elements, principles, features, medium

design elements	design principles
Dot	PROXIMITY
1 :	

Line BALANCE Shape ALIGNMENT

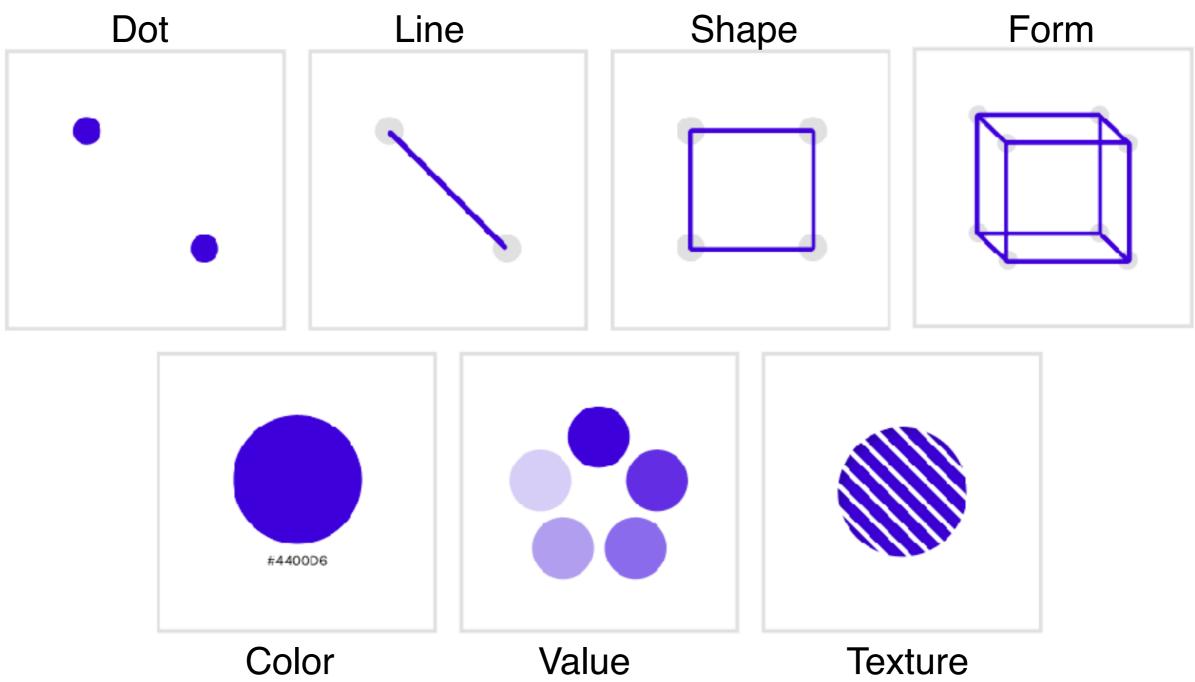
Form REPETITION

Color CONTRAST

Value LAYOUT

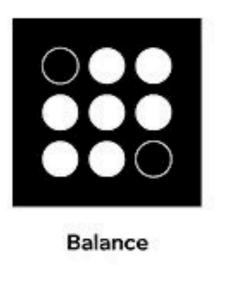
Texture HİERARCHY

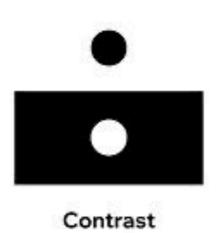






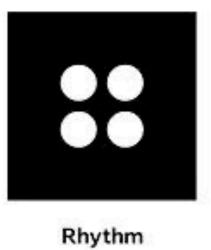
Principles of Design



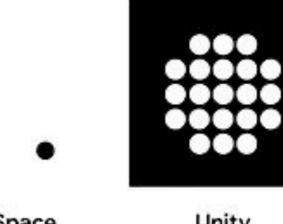












White Space

Unity





HIERARCHY WEIGHT AND SCALE



HIERARCHY WEIGHT AND SCALE

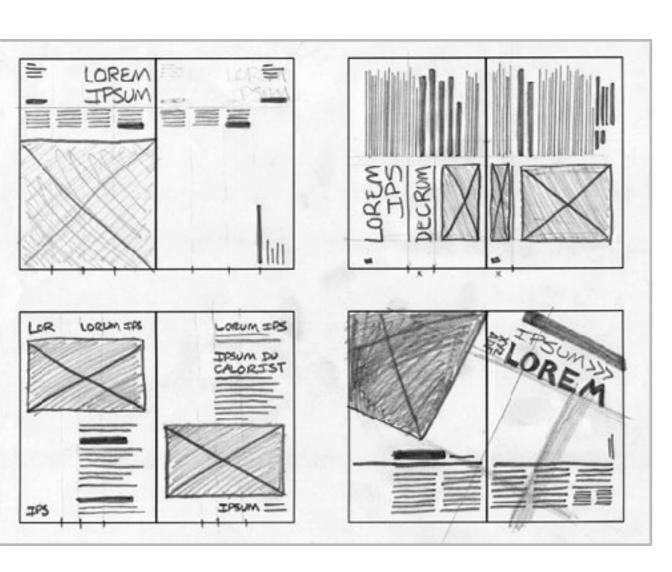


HIERARCHY COLOR CONTRAST



HIERARCHY SHAPE CONTRAST

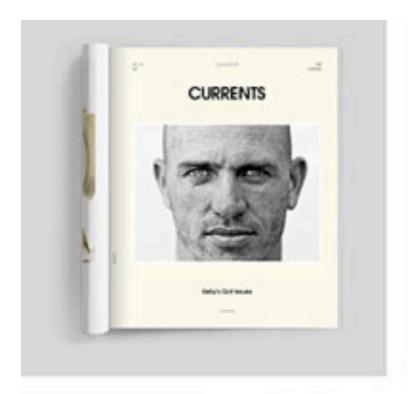






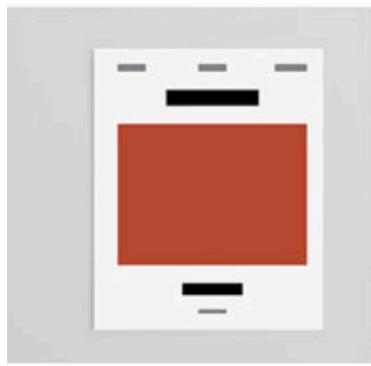
A Magazine spread layout sketch

An interface layout sketch





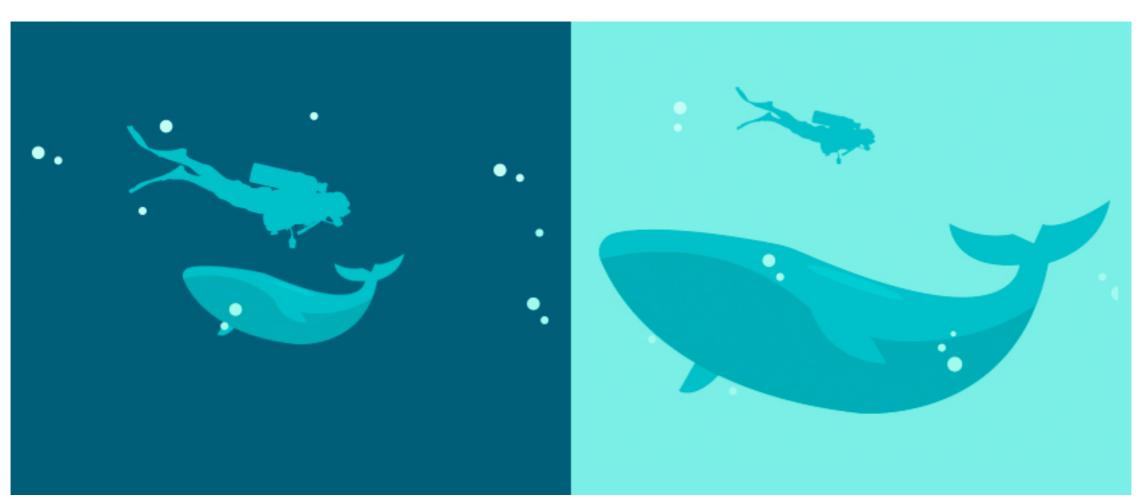






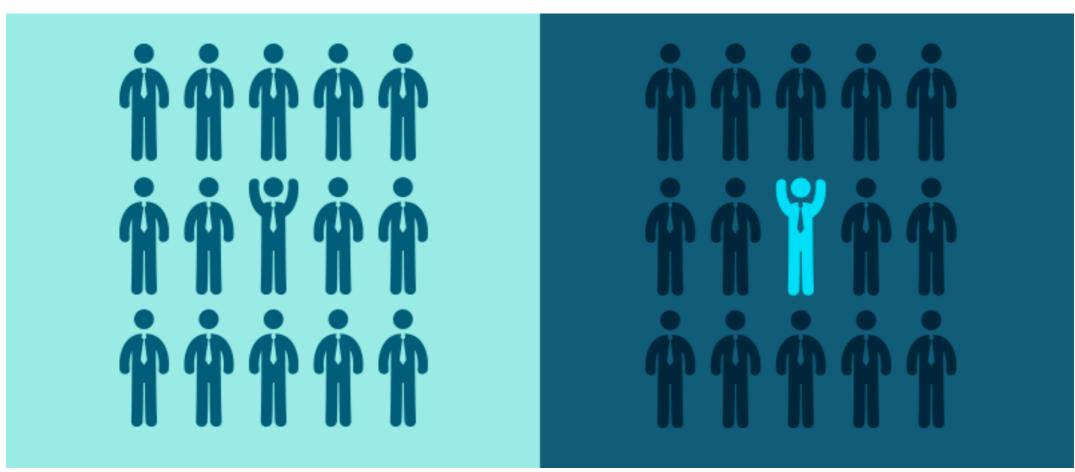






Proximity and contrast (scale) A Magazine spread layout sketch





emphasis





hierarchy



What is Graphic Design? design elements, principals, features, medium

Why Graphic Design?

the purpose, communication, message, audience

How to Graphic Design?

softwares, analog to digital, outcome, publishing, formats, technical skills



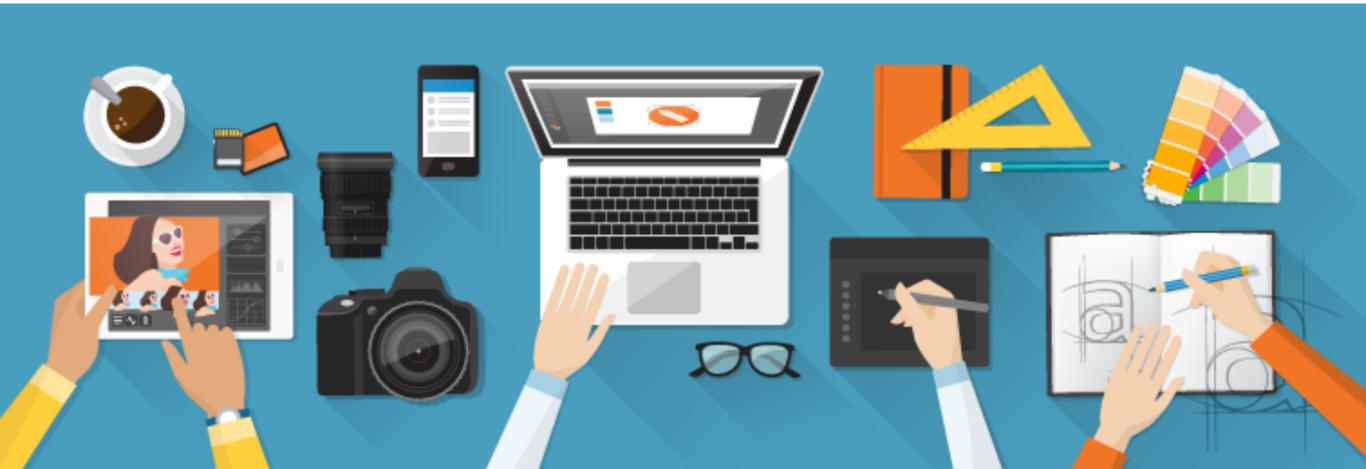
Why Graphic Design?

Graphic Design is the craft of creating visual content to communicate messages.

Message - What are you telling?

Audience - Whom are you telling?

Medium - Where are you telling?







August 19, 2019

THE BEST OF CONTEMPORARY CZECH DESIGN COMES TO ANKARA

Shapes and Shapers: Contemporary Czech Design

Cermodern Art Center (Altınsoy Street, Number: 306101 Sıhhiye/Ankara/Turkey)

September 28 – October 30, 2019

For one whole month, crystal, ceramics, textiles, wood and metal shaped into stunning design objects will transform Ankara's prestigious Cermodern Art Center into a unique exhibition of contemporary design coming from the Czech Republic.



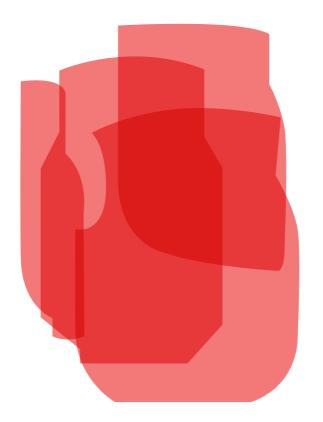
Czech Republic is internationally well-known for its famous Bohemian crystal and centuries old glass tradition, that belongs to one of the oldest in Europe. But there is much more to Czech design! Presenting a selection of some of the best Czech companies and designers, **Shapes and Shapers: Contemporary Czech Design** is the **largest exhibition of Czech design in Turkey** to date. Apart from glass it includes furniture, ceramics, textiles, jewellery, funky eye-wear, live glass blowing demonstrations, ceramics workshops and even a little journey into modern history of Czech design.

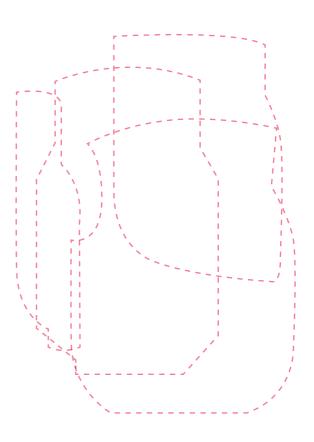
Organized by the **Embassy of the Czech Republic in Ankara** and the **Czech Centres**, the exhibition is hosted by Ankara's leading contemporary arts gallery **Cermodern** from **September 27 – October 30, 2019.**

100 YEARS OF CZECH DESIGN

The Cermodern Art Center offers very generous premises to host this ambitious project. "Placing the exhibition into a contemporary art gallery context blurs the boundaries between art and design objects and creates new ways of appreciating materials and crafts manship," explains the project curator Tereza Porybná. Shapes and Shapers is divided into three main parts. The Story of Czech Design introduces the development of design in the Czech Republic between 1918-2018 and features some of the most iconic objects created in the past century. From Libuše Niklová's inflatable toys, through cubist ceramics and furniture, legendary chairs created by Jindřich Halabala to city bikes and pocket knives in the shape of a fish, all the objects are timeless in their quality and also because of the fact they are still being manufactured. This part of the exhibition was prepared by the Museum of

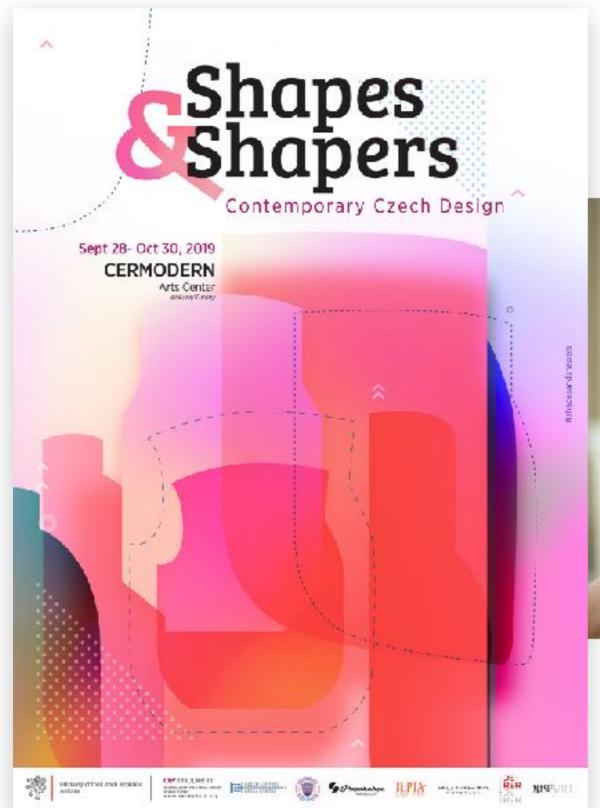






shapes

shapers, designer, artists









Mustafa Demireriden





CLEAN ENERGY FOR EVERYONE





$$(J) + Q + G = Givenower$$





What is Graphic Design? design elements, principals, features, medium

Why Graphic Design? the purpose, communication, message, audience

How to Graphic Design? softwares, analog to digital, outcome, publishing, formats, technical skills



How to Graphic Design? softwares, analog to digital, outcome, publishing, formats, technical skills

softwares; Adobe Photoshop, Adobe Illustrator





Adobe Muse



Adobe Premiere Pro



Prelude



Illustrator



InDesign



InCopy



Flash Professional



Dreamweaver



Edge Animate



After Effects



Adobe Audition



SpeedGrade



Encore



Photoshop Lightroom



Acrobat Pro DC





Photoshop

Raster image editor









Features

Layers, image adjustment, animation



Illustrator

Vector graphics editor









Features

Vector shapes, typesetting, artboards



InDesign

Desktop publisher



multi-page documents



1-page documents

Features

Master pages, automatic page numbers, typesetting



How to Graphic Design? softwares, analog to digital, outcome, publishing, formats, technical skills

analog to digital; sketching(!) experimenting styling transmitting to digital editing finalize









How to Graphic Design? softwares, analog to digital, outcome, publishing, formats, technical skills

formats

File formats (designing and exporting/printing)

Color formats

Resolution (dpi)

Paper/printed media formats.. (50X70cm, a4, etc.

Screen media formats.. (mobile phone, tv, etc..)



Image file formats

99d



Raster images

Pixel-based graphics Resolution dependent Photos & web graphics

JPG

Web & print photos and quick previews

GIF

Animation & transparency in limited colors

PNG

Transparency with millions of colors

TIFF

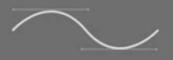
High quality print graphics and scans

RAW

Unprocessed data from digital cameras

PSD

Layered Adobe Photoshop design files



Vector images

Curve-based graphics Resolution independent Logos, icons, & type

PDF

Print files and web-based documents

EPS

Individual vector design elements

Δ

Original Adobe Illustrator design files

These vector image formats can also incorporate raster elements.

Image color formats



CMYK is a 4-color printing process that stands for cyan, magenta, yellow and key (black).



RGB is a light-based color model that stands for red, green and blue.





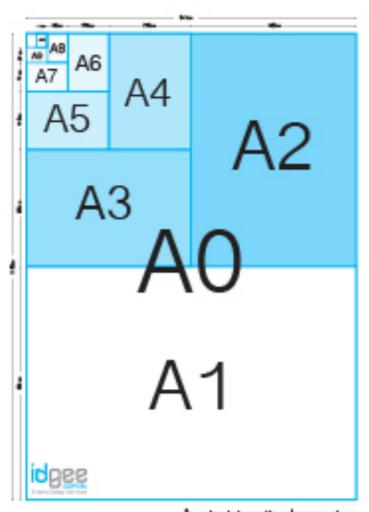
High Resolution Image



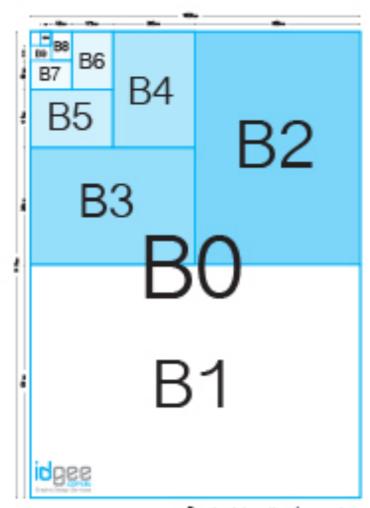
Low Resolution Image



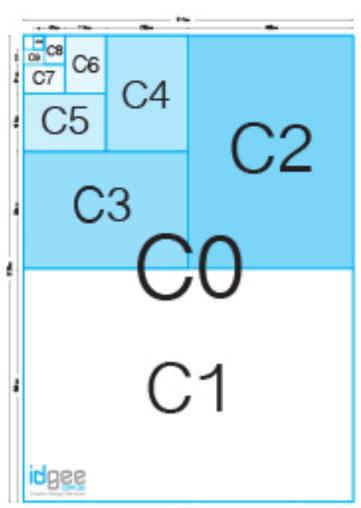
International paper sizes



A series interestional paper sizes



B series international paper sizes



C series international paper sizes



iPhone 8 Plus iPhone 8 iPhone X Galaxy S9 Galaxy S9+ 9:41 ↑ 158.4 mm 158.1 mm 138.4 mm 143.6 mm 147.7 mm → 73.8 mm → 68.7 mm \rightarrow 67.3 mm \rightarrow 78.1 mm \rightarrow 70.9 mm



Social Media Image Sizes 2023

Profile photo
Landscape
Portrait
Square
Stories
Cover photo

0	O	7	in
320 x 320	170 x 170	400 x 400	400 x 400
1080 x 566	1200 x 630	1024 x 512	1200 x 627
1080 x 1350	630 x 1200	N/A	627 x 1200
1080 x 1080	1200 x 1200	N/A	N/A
1080 x 1920	1080 x 1920	N/A	N/A
N/A	851 x 315	1500 x 500	1128 x 191

2019 SOCIAL MEDIA IMAGE SIZES AUSER'S GUIDE

851 x 310 PROFILE COVER PHOTO

180 x 180

PROFILE PICTURE

820 x 312

FAN PAGE COVER PHOTO

820 x 428

GROUP COVER PHOTO

500 x 262

EVENT COVER PHOTO

f

2560 x 1440

COVERPHOTO

800 x 800

PROFILE PICTURE



165 x 165

PROFILE PICTURE



1584 x 396 PROFILE/PAGE COVER PHOTO

400 x 400

PROFILE PICTURE

150 x 150

PAGE PROFILE PHOTO

in

1500 x 500

COVER PHOTO

200 x 200

PROFILE PICTURE



1080 x 1080

POST

150 x 150

PROFILE PICTURE





GRA 209 Graphic Design for Non-Majors / 2023 Fall

What are we going to learn in 15 weeks? (Learning Outcomes)

- . Introduction to design thinking
- . Ways of creative thinking
- . Ability to create a graphic design project (sketch to finalize)
- . Sense of layout and design principals
- . Sense of typography and type at large
- . Sense of Color Theory
- . Have the basic knowledge of medium, formats, technical issues and software skills
- . Ability to discuss and criticize a piece of design regarding historical and contemporary references





GRA 209 Graphic Design for Non-Majors / 2023 Fall

Projects and Assessment Methods.		
Homework 1. CopenHagen Cowboy	5	
Classwork 1. Printing Portrait	5	
Project 1 Calligraphy	10	
Project 2 Type in Info	10	
Project 3 Vector Portrait	20	
Project 5 Visual Metaphor (Final)	30	
PRESENTATION	10	
Inclass Attendance + Participation, Process, FIELDTRIP	10	



GRA 209 Graphic Design for Non-Majors / 2023 Fall

Grading.			
A	(4.0)	Outstanding work.	
A -	(3.7)	Very high quality work.	
B+	(3.3)	High quality work. Substainally higher thanaverage abilities.	
В	(3.0)	Very good work that saytisfied goals of the project; clear and convincing solutions that is unique.	
B-	(2.7)	Good work, above average. The basic problems posed in the project is solved individually	
C+	(2.3)	Just above average.	
С	(2.0)	Average. Original assignment approached but is not developed further.	
C-	(1.7)	Passing but below good academic standing.	
D+	(1.3)	Below average.	
D	(1.0)	Lacks of full understanding and commitment. Little or no participation.	
F	(0.0)	The problem and the concepts are failed to be understood.	
A	(4.0)	Outstanding work.	





GRA 209 Graphic Design for Non-Majors / 2023 Fall

Attendance

You're expected to be **PRESENT** in the class hours. Attendance and participation assessment is %10 of your final grade. If you have absences over 3 full days (more than 9 hours), your Final Grade will be F, FX or FZ. Please check with the Bilkent Uni. Academic Regulations - https://w3.bilkent.edu.tr/www/lisans-ve-on-lisans-egitim-ogretim-yonetmeligi/

3 days of absence > Attendance will be D 4 days of absence > F/FX



GRA 209 Graphic Design for Non-Majors / 2023 Fall

Notes on Studio Projects and Evaluation.

- Late projects will be accepted but they will receive lower grade.
- . Projects with no process (studio critiques, feedbacks) will receive lower grade.
- Projects with no process of what we've recovered in the class will receive lower grade.
- Projects with process, and that has the executions/demonstrations told in the studio will receive higher grade.
- Since sense of design cannot be measurable like any other profession, you will be evaluated by;
 - Willing to experiment in visual styles, work in alternatives, and appreciate the design perspectives.
 - Skill development during the class
 - Interested in visual arts and design
 - Accomplish the regulations and learning outcomes of the projects
- •. There will be homeworks apart from the projects, these assignments are evaluated as Inclass participation assessment.
- •. Presentations should be simple but effective, and max 15 min.



GRA 209 WEEKLY	CONTENT -	- 2021-22 SPRING
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GRA 209 WE	GRA 209 WEEKLY CONTENT - 2021-22 SPRING		
Week	Course Hours	Classwork	
1/20 Sep.	Welcome. Lecture: What is graphic design		
2/27 Sep.	Lecture: Grid System + Layout	Homework 1. Copenhagen Cowboy	
3/04 Oct.	Screening: TED Talk from JR. Lecture: Art?	Homework 1.Discussion Classwork 1. Portrait Print / + Adobe Photoshop Demo	
4/11 Oct.	Lecture: Calligraphy + Contemporary Lettering	Classwork 2. Calligraphy (Project 1)	
5/18 Oct.		Project 1. Digital Calligraphy	
6/25 Oct.	Lecture: Crystal Goblet + Typography	Project 2. Type in Info / + Adobe Illustrator Demo	
7/1 Nov.	Lecture: Semiotics	Project 2. Type in Info / + Adobe Illustrator Demo	
8/8 Nov.		Project 3. Vector Portrait / + Adobe Illustrator Demo	
9/15 Nov.		Project 3. Vector Portrait / +Submission	
10/22 Nov.		Student Presentations I	
11/29 Nov.		Student Presentations II	
12/29 Nov.	Lecture: Visual Metaphore 1	Student Presentations III + Project 5.Visual Metaphor Briefing	
13/06 Dec.	Lecture: Visual Metaphore 2	Project 5. Visual Metaphor / Creative Meeting and Discussion	
14/13 Dec.		Exhibition Walk Through + Discussion	
15/20 Dec		The Last Meeting + Submission Project 5.Visual Metaphor	





GRA 209 Graphic Design for Non-Majors

Homework.

- Watch the COPENHAGEN COWBOY TV Series (Netflix)
- Choose 2 sequences that have a visual impact
- print 2 screenshot on a a4 and bring to class:)

NEXT WEEK

- + Discussion on COPENHAGEN COWBOY Homeworks
- + LECTURE. GRID SYSTEMS and LAYOUT
- + CLASSWORK

Adobe Photoshop Introduction demo

- + Laptop
- + Adobe Photoshop installed https://www.adobe.com/tr/creativecloud/plans.html

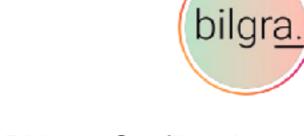












Ekin Kılıç Ezer - instagram/ekinklch facebook/ekin kılıç ezer

Bilkent Grafik - instagram/bilgra