STUDIO LAB  Monday 1:55 – 3:50 p.m.  |  Weimer 3324

Jason Farmand
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I live in Orlando and will be commuting to Gainesville on Mondays for class. I do not have official office hours, however, I will be available for you outside of class. The best way to get in touch is via email, which is efficient for anything from a quick, simple question to more detailed feedback/critique on a project you are working on. Please be mindful of deadlines when emailing me for additional feedback on your work — if you email me 30 minutes before a project is due, it is very unlikely you’ll get a response. I’m also happy to video chat via Google Hangout, which should be scheduled in advance. The best time for video chats is in the evening but before 10 p.m.

Your goals in this course should be to:

• understand and properly use design terminology
• appreciate and apply color theory
• demonstrate mastery of typography
• recognize and apply basic design principles
• make appropriate photo editing decisions
• be proficient in InDesign and Photoshop and have a basic understanding of Illustrator
• embrace your creativity and come up with unique ways to communicate ideas visually

ufdesign.xyz
This will be our central hub for the entire semester. I will use the website to post reading assignments, show examples of good and bad design, offer design resources for your benefit, link to software tutorials, etc. You will also use the website to submit your project files to me when required.

There are no required textbooks for this class. All reading assignments will either be posted on the class website or be given to you as a handout in class. However, you will be required to log into Lynda.com to watch software training videos throughout the semester. These are available for free to UF students. You can access the UF log in page by clicking on the Lynda.com logo here: http://www.it.ufl.edu/training/ (this will be linked on the class website). The Lynda.com required viewings will be assigned on a weekly basis.
### ASSIGNMENTS & GRADING

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<tr>
<th>Projects*</th>
<th>Project 1</th>
<th>100 points</th>
<th>Final grading scale</th>
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<tbody>
<tr>
<td>Project 2</td>
<td>100 points</td>
<td>A</td>
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<tr>
<td>Project 3</td>
<td>100 points</td>
<td>A-</td>
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<td>Project 4</td>
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<td>Project 5</td>
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<tr>
<td>Final project</td>
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<td>C+</td>
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<th>Exams</th>
<th>Midterm</th>
<th>100 points</th>
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<td>Final</td>
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**Class/critique participation** 200 points

Design projects at any level — from this class to big agencies — thrive on critiques and peer feedback. We will spend a lot of time this semester giving feedback on class projects. As your art director, I will lead the critiques but active participation by you is essential and I think you will find it to be fun and rewarding. Please note that your participation in critiques and other class and online discussions represents 20% of your grade.

### CLASS POLICIES

#### Deadlines

**Late work is not acceptable.** Deadlines are a necessary part of any aspect of journalism and a missed deadline represents an empty page, lost client and failed project. The first draft of any project is 25% of the final grade. Not being fully prepared for a first crit will result in a minimum 10% cut for any project. Any final project not turned in at deadline will have a 10% grade cut for each subsequent class meeting it is late.

#### Attendance

**Attendance is mandatory with two absences (excused or not) allowed during the semester.** However, I would suggest that you not skip any classes because you will fall behind. The attendance policy includes non-extended illnesses; for an extended illness for two or more consecutive classes, a doctor's note is necessary. It is the student's responsibility to obtain all missed assignments from the instructor and to still meet all project or test deadlines for any day of absence not due to extended illness. Missing or being late for the last class of the semester, the midterm, or the final, is not permitted. Being late for final project presentations will result in a minimum 15% grade reduction. For each unexcused absence beyond the allowed two, you will lose one-third of a letter grade for the course (i.e. an A will become an A-, etc.). Any student who signs an attendance sheet for another student will receive an E for the course and further disciplinary action will also be recommended to the university.

#### Tardiness

**Coming to class late is not acceptable.** Attendance is taken at the beginning of class. Coming to class late three times counts as one full absence. If you are more than 25 minutes late to class, that counts as a full absence. However, I realize that unforeseen surprises and delays sometimes come up in life. Each student will have one “Get out of jail free certificate” to use in this circumstance.

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*I reserve the right to modify class assignments to benefit the collective progress of the class. Should an assignment be dropped entirely, the other assignments will be averaged to replace its point weighting.*
Honesty
Plagiarism, such as turning in or altering the work of others, will result in a final grade of E. There is a huge difference between inspiration and blatant copying of someone’s work. Please ask me if you are unsure whether you may be copying someone else's design work.

On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied:

“On my honor, I have neither given nor received unauthorized aid in doing this assignment.”

Students with disabilities
Students with disabilities are encouraged to register with the Office for Student Services to determine the appropriate classroom accommodations. For students with print related disabilities, this publication is available in alternate format. For students with hearing disabilities trying to contact an office that does not list a TDD, please contact the Florida Relay Service at 1-800-955 8771 TDD.

COURSE SCHEDULE
(schedule and deadlines subject to modification)

**Week 1** • August 22
Class overview / syllabus
Introductions
Intro to design + typography

**Week 2** • August 29
Intro to design + typography
Project one assigned

**Week 3** • September 5
*Labor Day — no class!*

**Week 4** • September 12
Project one critique

**Week 5** • September 19
Project one due
Project two assigned

**Week 6** • September 26
Project two critique

**Week 7** • October 3
Project two due
Project three assigned

**Week 8** • October 10
Midterm exam during lecture
Project three critique

**Week 9** • October 17
Project three due
Project four assigned

**Week 10** • October 24
Project four critique

**Week 11** • October 31
Project four due
Project five assigned

**Week 12** • November 7
Project five critique

**Week 13** • November 14
Project five due
Final project assigned
Final exam review

**Week 14** • November 21
*Thanksgiving breaks starts early— no class!*

**Week 15** • November 28
Final exam during lecture
Final project individual critiques

**Week 16** • December 5
Final projects due
Presentations