

MULTI GRAPHICS & REPRESENTATION

This course focuses on developing students' ability to create and refine graphic form, with an emphasis on typography as a foundational design discipline. Students will build a strong understanding of typographic structure, proportion, spacing, and hierarchy, and how these elements shape meaning and visual communication.

Through a series of multi-week studio projects, students will progress from typographic analysis and form-making exercises to the design of a cohesive, functioning typeface. Projects emphasize process, iteration, and precision, addressing key aspects of type design such as consistency, systems thinking, and application across contexts.

Short contextual assignments in writing and research will support critical reflection on typographic practice, drawing on historical precedents and contemporary examples. Readings, critiques, and discussions will complement studio work, strengthening students' visual judgment, technical literacy, and ability to articulate design decisions.

By the end of the course, students will have developed the skills and confidence to design, evaluate, and apply typography with clarity, intention, and rigor.

Assessable Tasks

Students will be graded on assignments, class participation, in-class exercises, and attendance.

Evaluation and Final Grade Calculation

70% Projects 1–5

20% Writing prompts

10% Class participation

Requirements

—Attendance is mandatory. Three absences will result in a failing grade.

—3 unexcused tardies will count as an absence

—Always follow the provided format guidelines when submitting assignments

—Access to and a foundational understanding of Adobe Suite software is recommended.

While in-class tutorials and ongoing support will be provided, students are expected to actively develop and refine their technical skills throughout the semester.

—Access to printer: Students must bring print-outs before the class for assignment pinups

		In Class	Assignment	Reading	Software
1	January 21	Intro Class (Zoom)	Self-portrait	<i>Changing View of Man in Portrait</i> John Berger	
2	January 28	Self-Portrait Class Critique Launch next assignment	Writing exercise Collage Poster	<i>Design and the Play Instinct</i> Paul Rand	
3	February 4	Collage poster 1 Review writing exercise Lecture Class Critique	Poster sketches	<i>Posters: Advertisement, Art, Political Artifact, Commodity</i> Susan Sontag	Adobe Photoshop
4	February 11	Collage poster 2 Class Critique	Poster sketches	<i>The Folk Fighter: Fiercely Decolonial</i> Moe Elhossieny	Adobe Photoshop
5	February 18	Collage poster 3 Class Critique Launch next assignment	Object + writing exercise Adobe Illustrator tutorial	<i>Typography as Image: Text and Visual Communication</i> Michael Bierut	Adobe Photoshop
6	February 25	Type design 1 Review object + writing exercise Lecture Adobe Illustrator +Glyphs Tutorial	Typeface sketches Adobe Illustrator +Glyphs tutorial	<i>Experimental Typography. Whatever that means./Conceptual Type</i> Peter Bil'ak	Adobe Illustrator Glyphs
7	March 4	Type design 2 Class Critique	Typeface sketches Specimen sketches	<i>The Crystal Goblet, or Printing Should Be Invisible</i> Beatrice Warde	Adobe Illustrator Glyphs
8	March 7	Type design 3 Class Critique	Typeface sketches Specimen sketches	<i>Fuck Content</i> Michael Rock	Adobe Illustrator Glyphs
9	Spring Break: 16-20	Assignment Digital Submission			
10	March 25	Narrative 1 Lecture Adobe InDesign Tutorial	Zine concept writeup	<i>Magazine Culture</i> Jeremy Leslis	Adobe InDesign
11	April 1	Narrative 2 Class Critique	Zine sketches	<i>Inside Paragraphs</i> Cyrus Highsmith	Adobe InDesign
12	April 8	Narrative 3 Class Critique	Zine sketches	<i>An Introduction to the Structural Analysis of Narrative</i> Roland Barthes	Adobe InDesign
13	April 15	Portfolio Reviews 1 Class Critique Software based tutorials	Portfolio Prep	<i>Introduction: Feminism, Image-making, and Storytelling in the SWANA Region</i> Yasmine Nachabe Taan	
14	April 22	Portfolio Reviews 2 Final Class Critique	Portfolio Prep Final submission prep		
15	May 8	Final Class work due			