

# PORTFOLIO DEVELOPMENT

ARC 2930 · Spring Semester 2000

Instructor: Mark A. Comeau, AIA (885-2387 Day); email [mystarch@aol.com](mailto:mystarch@aol.com)

Grade: Quiz 10% · Mid-term & Final (15% each) 30% · Exercises 20% · Portfolio 40%

Objectives:

This course introduces *design* students to methods and practices of presentation and portfolio development. Concepts covered include target audience, graphic composition, text composition, models, multi-media techniques, and oral presentations. Students will explore and implement strategies for organizing portfolio packages for use in transferring to universities or for job placement. Final portfolios, consisting mainly of work performed at Three Rivers, will be presented as part of the final grade. Computer utilization will include presentation applications such as MS PowerPoint, scanning, art-work, photo-imaging, and other related applications.

Method: Multi-media lectures, Demonstration, Class Discussion

Text: TBA

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<u>Week 1</u> (1/26)	<b>Design Representation</b> Program/Target Audience	<u>Week 10</u> (3/29)	<b>Model Techniques</b> Massing/Form/Layered
<u>Week 2</u> (2/02)	<b>Story Boards</b> Design Intent/Layout	<u>Week 11</u> (4/05)	<b>Multi-media Techniques</b> PowerPoint/Studio
<u>Week 3</u> (2/09)	<b>Passive Presentation Mediums</b> Print Output Medium	<u>Week 12</u> (4/12)	<b>Photographics</b> Focus Shots/Scanning
<u>Week 4</u> (2/16)	<b>Active Presentation Mediums</b> Video Clips/Animation	<u>Week 13</u> (4/19)	<b>Oral Presentations</b> Interviews/Presentations
<u>Week 5</u> (2/23)	<b>Unit Composition</b> Page Layout/Balance/Form	<u>Week 14</u> (4/26)	<b>Final Portfolio Project</b> Layout/Prepare Artwork
<u>Week 6</u> (3/01)	<b>Text Integration</b> Scriptors/Fonts	<u>Week 15</u> (5/03)	<b>Final Portfolio Project</b> Development/Outputs
<u>Week 7</u> (3/08)	<b>Integrating Graphic Design</b> Zoning/Regulating	<u>Week 16</u> (5/10)	<b>Final Portfolio Presentations</b>
<u>Week 8</u>	<b>Spring Break</b> Week of 3/13-17 Spring Vacation		
<u>Week 9</u> (3/22)	<b>Representing 3 Dimensional</b> Renderings/Modeling		