Design Courses

Visual Communications (Prerequisite)

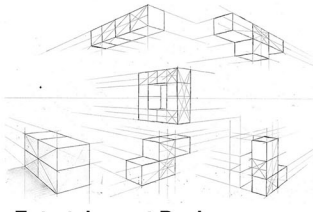A preparatory class emphasizing the training of core fundamentals and studio production techniques. Students should have a creative drive to draw for fun, strong homework/study skills, and time management for meeting deadlines.
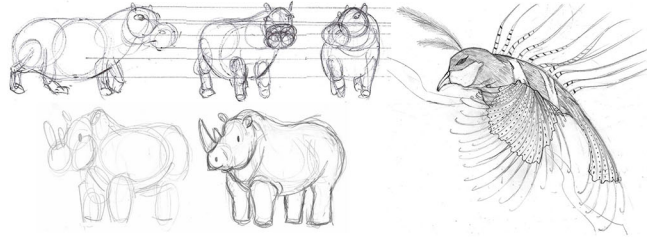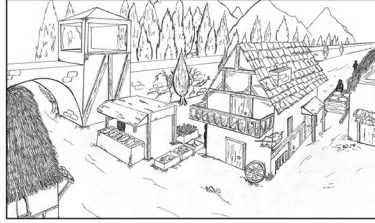
Entertainment Design

This vocational course explores the process of creating concept art for film and game development. Typically offered at colleges and trade-schools, students will learn industry-grade production and illustration methods used to generate props, environments, creatures and characters with professional tools and software.
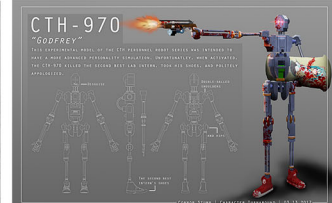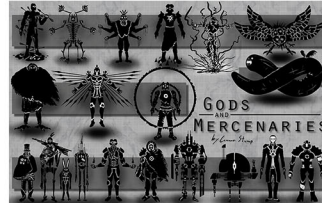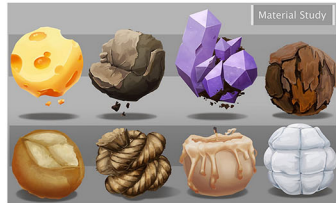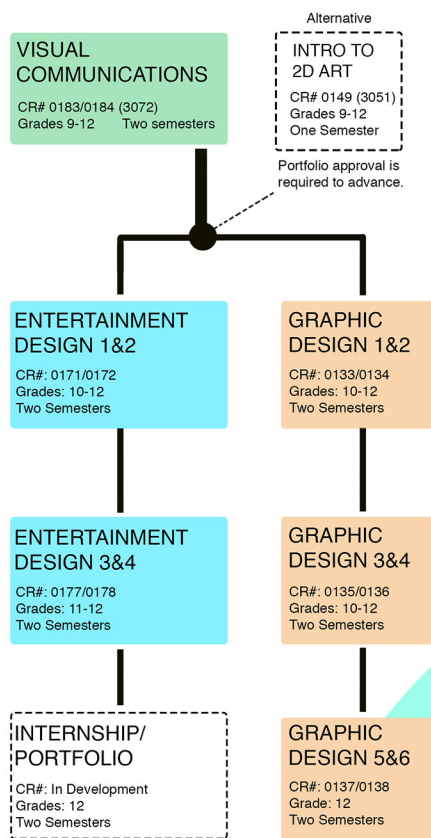

Graphic Design

This vocational course explores commercial art as *thinking made visual*. First-year students will apply the design process to create promotional materials, logo designs, currency, and graphics with professional-grade software. Second-year students and beyond will continue their learning while additionally generating products for real clients both in and outside of the district.

Aaron Verzatt

Illustration
and
Design

Course Tree

VISUAL COMMUNICATIONS
CR# 0183/0184 (3072)
Grades 9-12   Two semesters

Alternative

INTRO TO 2D ART
CR# 0149 (3051)
Grades 9-12
One Semester

Portfolio approval is required to advance.

ENTERTAINMENT DESIGN 1&2
CR#: 0171/0172
Grades: 10-12
Two Semesters

GRAPHIC DESIGN 1&2
CR#: 0133/0134
Grades: 10-12
Two Semesters

ENTERTAINMENT DESIGN 3&4
CR#: 0177/0178
Grades: 11-12
Two Semesters

GRAPHIC DESIGN 3&4
CR#: 0135/0136
Grades: 10-12
Two Semesters

INTERNSHIP/ PORTFOLIO
CR#: In Development
Grades: 12
Two Semesters

GRAPHIC DESIGN 5&6
CR#: 0137/0138
Grade: 12
Two Semesters

✉ averzatt@phm.k12.in.us

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