National Visual Arts Standards Correlations

Communicating through Graphic Design Second Edition
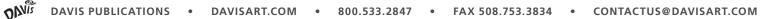
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Design in a Nutshell	19–20	●	●					●	●				●			
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The Elements of Art	30–39	●	●	●							●	●	●	●		
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The Principles of Design	40–54			●							●	●	●			●
How to Critique a Graphic Design	51											●				
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Illustration	64–81	●	●	●				●					●	●	●	
Design History: The Golden Age of Comics	65		●													●
Photography	82–90	●		●				●			●		●	●		●
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CHAPTER 4 THE DESIGN PROCESS	106–107												●	●		
The Basic Steps	108–122	●	●	●	●		●			●	●	●	●	●	●	●
How to Visualize by Sketching	117	●											●	●		
Design History: The Evolution of the Poster	123–124	●	●				●	●			●		●	●		
Design Components	125–134	●	●		●		●	●			●	●	●	●		●
How to Design with Type	127												●	●		
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How to Set Up and Use Style Sheets	186–187				●											
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Design Brief: A Newsletter Design	189–191	●	●		●		●						●	●		
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Posters	200		●	●									●			
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A Look Back	220–221												●	●		●
Maps	222–223	●	●			●		●			●		●	●		●
Design Notes: Road Culture	224												●	●		●
Signage	225–226		●										●	●		
Design History: The 1968 Olympics	227											●	●	●		
Charts, Diagrams, and Infographics	228–229								●				●			
How to Create Effective Infographics	230–231	●														
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Exhibit Design	233–234		●					●	●							
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Design Brief: Mapping a Significant Place	237–239	●	●				●						●			
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CHAPTER 9 DESIGN IN MOTION	244–245								●				●	●		
A Brief History of Motion	246–247		●										●			
Motion Fundamentals	248–255	●	●	●									●			
Design Fundamentals: Animation Principles	250–251	●		●									●			
How to Animate a Human Action	253–254	●	●	●									●			
How to Plan Timing and Spacing	256–257	●	●													
Handmade Animation	258–259	●	●	●				●								
Design History: Lotte Reiniger's Silhouette Animations	260															●
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CHAPTER 10 WORKING AS A GRAPHIC DESIGNER	280–281										●	●	●			
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Getting the Training You Need	286–287															
Presenting Yourself and Your Work	288–290				●			●							●	
Design Fundamentals: Hierarchy in a Portfolio	291	●					●							●		
How to Develop Your Résumé	292						●									
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Design Brief: A Design Team Project	315–317	●	●		●		●	●								
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Why Is Graphic Design Important?	17				●	●					●	●	●		●	
How to Give and Receive Feedback	18						●									
Design in a Nutshell	19–20		●	●			●	●								
Design Brief: Mood Board for My Graphic Life	21–23			●			●					●			●	●
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CHAPTER 2 THE ART OF GRAPHIC DESIGN	28–29															●
The Elements of Art	30–39		●	●								●	●		●	●
Design History: Art Deco in America	33							●	●						●	
The Principles of Design	40–54			●						●		●	●		●	●
How to Critique a Graphic Design	51											●		●		
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Illustration	64–81		●	●		●			●			●	●		●	
Design History: The Golden Age of Comics	65		●	●											●	●
Photography	82–90	●	●	●						●	●	●	●		●	
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CHAPTER 4 THE DESIGN PROCESS	106–107									●	●	●				
The Basic Steps	108–122	●	●	●	●	●	●		●	●		●	●		●	●
How to Visualize by Sketching	117											●			●	
Design History: The Evolution of the Poster	123–124		●	●			●	●		●		●	●		●	
Design Components	125–134		●	●	●					●		●	●		●	●
How to Design with Type	127			●								●	●			
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Chapter Review	143							●		●		●	●			●
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Ways to Show Identity	148		●			●		●	●			●	●		●	●
Symbols and Logos	149		●	●		●				●			●		●	
Design History: Paul Rand	150	●		●											●	
Design Notes: Web Design	151–152		●	●		●									●	
Stationery	153		●			●		●							●	
How to Simplify an Image	154			●							●	●			●	
Graphics for Three-Dimensional Packaging	155–157		●	●					●	●		●	●			●
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CHAPTER 8 INFORMATION AND EXPERIENCE DESIGN	218–219										●	●				
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Maps	222–223		●	●		●			●	●			●			
Design Notes: Road Culture	224									●						●
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How to Create Effective Infographics	230–231		●													
Design Fundamentals: Line	232										●	●	●			
Exhibit Design	233–234		●	●					●							
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Design Brief: Mapping a Significant Place	237–239		●	●			●		●						●	
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