



BFA/BA GD

FINA-S452/451 | Tue & Thu | 1:15 P.M. – 4:15 P.M. | KV 203
 FALL 2017 | FINE ARTS DEPARTMENT, SCHOOL OF ARTS & LETTERS, INDIANA UNIVERSITY SOUTHEAST

Faculty Information

Dr. Kok Cheow Yeoh (*pronounced 'Coke' 'Chow' 'Yo'*)
 Assistant Professor of Fine Arts and Graphic Design Area Head
yeoh.com | yeohk@ius.edu | Tel: (812) 941-2413 | Office: KV110W
 Office hours: Mondays and Wednesdays 2 PM – 4 PM or by appointment
 [Facebook.com/IUSGraphicdesign](https://www.facebook.com/IUSGraphicdesign)  [Instagram.com/IUSgraphicdesign](https://www.instagram.com/IUSgraphicdesign)

General Course Description

Use KV237 as an alternative lab when needed.
 Pre-requisite: Student must have gained acceptance into the BFA studio major for S452.

This is an advanced and directed graphic design course designed to allow BFA/BA students the opportunity to develop their portfolio. Individual goals and directions are established with the intention of preparing students for the area of career pursuit. The flexibility to pursue and develop directed artistic and professional portfolios for their intellectual and creative processes are supported by research, readings, ideation, criticism, peer learning, and computer assisted learning (YouTube and other online tutorials). Due to the advanced nature of the course, a collaborative effort with prospective clients are encouraged to facilitate meaningful and real solutions to design issues.

The course is primarily concerned with equipping the students to learn about three aspects of the design process: i) ideation; ii) production; and iii) delivery. In ideation, students give form to an idea through sketching and refining the idea which leads to the next step: production where they will use relevant techniques, methods, and tools necessary to realize their ideas in digital or physical forms. Finally, in delivery, students learn not just how to present their work verbally but more importantly, how to “package” their ideas into a presentable format, both digitally and physically via specified sizes.

Course Objectives

- To sharpen the abilities to **ideate** (analyze, sketch, and revise ideas based on feedback and evaluate of outcomes through a rigorous design process), **produce** (create and develop visual forms that correspond to communication problems) and **deliver** (generating solutions, prototyping; and presenting ideas manually and digitally in persuasive manners for portfolio);
- To foster efficiency in time management, planning and logistics as well as other professionalism expected in the field.
- To develop self-determination and confidence when considering the student’s needs and level of readiness in preparing portfolios in graphic design.

Online References

Online references:
 American Institute of Graphic Arts: www.aiga.org
 Design is History: www.designishistory.com
 Design Trend and News: www.designobserver.com | www.underconsideration.com
 Information about famous Graphic Designers: www.famousgraphicdesigners.org
 Classic design work from 1950s – 70s: www.grainedit.com
 Design Inspirations: www.howdesign.com/design-competition-galleries/international-graphic-design-inspiration/

Stock photography/visuals

Pixabay, free high quality images: <https://pixabay.com>

Library of Congress: <https://www.loc.gov/>

Getty Images: <http://www.gettyimages.com/>

iStock by Getty Images: <http://www.istockphoto.com/>

Type sources

Free vector: <http://all-free-download.com/font/>

Émigré Fonts: www.emigre.com

Learn about fonts & typography: <https://www.fonts.com/content/learning>

Movie fonts: <https://www.linotype.com/7903/current-movie-fonts.html>

Fonts by Hoefler & Co.: www.typography.com

Academic resource: www.typeculture.com/academic_resource/research_directory

Assessment
Components

Letter and numerical grades

A+ 100% - 98% | A 97% - 93% | A- 92% - 90%

B+ 89% - 87% | B 86% - 83% | B- 82% - 80%

C+ 79% - 77% | C 76% - 73% | C- 72% - 70% (Failing for fine-art majors)

D+ 69% - 67% | D 66% - 63% | D- 62% - 60% | F 59% - 0%

1st project – 20 points (Rubric further elaborated in project/grade sheet)

2nd project – 20 points (Rubric further elaborated in project/grade sheet)

3rd project – 20 points (Rubric further elaborated in project/grade sheet)

4th project – 20 points (Rubric further elaborated in project/grade sheet)

5th project – 20 points (Rubric further elaborated in project/grade sheet)

TOTAL 100 points

- Unless specified, all exercises/projects are due at the beginning of the class at a designated date and they can be turned in only on class days.
- **There will be no “make up” opportunities for missed projects/pop quiz/exercises unless you provide immediate documentation/notification within a week.** Exercises/projects that are more than a week late will not be accepted.
- The deadline will not be extended for any projects unless there are circumstantial factors that affect the progress of the course.
- Opportunities to earn extra credits are announced in class and full participation to fulfill the extra requirement must be fulfilled before the extra credit can be tallied and added towards/on top of the final score.
- Incomplete exercise/project will be marked down by a letter grade drop from the overall grade earned.
- The deadline will not be extended for any projects unless there are circumstantial factors that affect the progress of the course.

In general, the following are also expected, observed under “participation” in your grading rubric:

- **Professionalism:** Conducts him/herself professionally; Demonstrates time management skills; Maintains communications with professor
 - **Quality of Work:** Achieves satisfactory results for completing the project
 - **Quantity of Work:** Works effectively and efficiently; tasks done in a timely manner; handles multiple tasks
 - **Work Habits:** Prepared and being pro-active in approaching the tasks
 - **Comprehension:** Seeks to/Understands the assigned duties and tasks
 - **Reliability:** Job completion, ability to get things done, conscientiousness
 - **Attitude toward work:** Enthusiastic and willing to perform duties and tasks
 - **Dependability:** Punctual and reliable in attendance; completes assigned duties and tasks
-

	<ul style="list-style-type: none"> ▪ Initiative: Interacts well with others in the office; Being proactive; Exhibiting high levels of engagements ▪ Leadership: Demonstrates leadership abilities; Takes initiatives w/o being told
Attendance	<p>BFA requirements (for BFA students only):</p> <p>With the new BFA critique system, your group will have four meetings for critiques. You are required to attend to 3/4 of these meetings. Any additional absences will count towards an absence in this course.</p> <p>Attendance will be taken each class day; In order to be recorded as present: You must come to class: on time, prepared with materials, and stay for the entire period. The professor will tolerate up to two absences and two tardies before your grade is affected. Two tardies constitute one absence. Leaving early (defined as before class officially ends) is considered tardy as well.</p> <p>The penalties are as follows:</p> <p>3rd absence = $1/3$ letter grade reduction in your final grade (e.g. An 'A' grade becomes 'A-') [one drop]</p> <p>4th absence = $2/3$ letter grade reduction in your final grade (e.g. An 'A' grade becomes 'A-' then 'B+') [two drops]</p> <p>5th absence = Full letter grade reduction in your final grade (e.g. An 'A' grade becomes 'A-' then 'B+' then 'B') [3 drops]</p> <p>6th absence = $1^{2/3}$ letter grade reduction in your final grade (e.g. An 'A' grade becomes 'A-' then 'B+' then 'B' and finally 'B-') [4 drops]</p> <p>7th absence = $1^{2/3}$ letter grade reduction in your final grade (e.g. An 'A' grade becomes 'A-' then 'B+' then 'B' then 'B-' and finally 'C+') [5 drops]</p> <p>8th absence equals an automatic failure of the course.</p>
Other standards of conduct	<ul style="list-style-type: none"> ▪ Cellphones are not allowed during class sessions. ▪ During the lecture and/or tutorial sessions, permission must be obtained from the professor if the student wishes to record any presentation via any electronic or digital devices of any sort. ▪ In discussing the provocative aspects of communication in graphic design, we will discuss topics, view slides or read about information that you may find offensive. You will be forewarned and if you choose to stay in class, it is deemed that you have accepted and will be participating in the session. ▪ Losing your work due to failed media or overwritten files is not an excuse for late work as you are expected to develop an effective backup strategy for all your digital files. ▪ Avoid emailing during weekends and public holidays or during designated conference dates as the response time will be delayed. ▪ Eating and drinking during breaks are acceptable but any drinks in the computer lab should have a lid to prevent any mishaps to the artwork or the computer equipment. ▪ In general, students should conform to generally accepted standards of "netiquette" while sending e-mail, posting comments to the discussion board, posting audio recordings and while participating in other means of communicating online. Refrain from inappropriate and/or offensive language, comments and actions.
IUS academic dishonesty	<p>The Student Code of Conduct prohibits activities and prescribes penalties for academic dishonesty. According to Indiana University Southeast Policy, adopted by the President's Cabinet and printed in the IUS Student Handbook, students found guilty of any form of academic dishonesty, including (but not limited to) cheating, fabrication, facilitating academic dishonesty, plagiarism, and collusion, may receive an F on the project and/or an F in their course(s) from the instructor and may be suspended from the university by the administrative action. Furthermore (where applicable):</p>

- The work you submit for assessment in this course must be your own individual work (or of your group, if applicable).
- Works from other classes may not be turned in as a substitute. If violated, you may receive an F for the project.
- Submission in absentia is prohibited without prior arrangements. If violated, you may receive an F for the project.
- It is your responsibility to familiarize yourself with university and school policies and to uphold the values of academic integrity such as the Standards of Excellence for Fine Arts Students.

Professionalism:
Standards of excellence for Fine Arts students

- Students actively contribute to critiques and class discussions by offering thoughtful perspectives and constructive criticism.
- Students demonstrate curiosity and enthusiasm for the discipline and subject matter of study.
- Students are willing and active learners and researchers who seek information for building context and content for artistic practice, and engage in scholarly discourse relating to the discipline.
- Students are committed to continuous self-evaluation and personal improvement.
- Students respond analytically and proactively to assessments given by faculty, advisors, or others by making changes to address legitimate concerns.
- Students actively solicit feedback for purposes of making quality improvements to work and practice.

Student with Disabilities

Students who have a disability that requires accommodations in the classroom should contact the Office of Disability Services by phone (941-2243) or email (mtspring@ius.edu) early in the semester so that their learning needs may be appropriately met. The student will need to provide documentation of the disability and if further documentation is needed, recommendations can be provided from the Office of Disability Services. Additional information about the Office of Disability Services may be obtained at: <https://www.ius.edu/disability-services/>

1

SOCIAL COMMENTARY THROUGH POSTERS



Log on <https://skopjeposter.com/projects/artificial-reality/> and read about the previous posters for various social causes through an international student poster competition. Organized by PLAKART that formed the ISPC (International Student Poster competition), made out of 6 initial board members, 4 graphic designers, 1 multimedia director, and 3 international professors, this is an opportunity to test your ideas and techniques at an international level. Submit electronically by 9/7 despite the final deadline on October 30, 2017. For this project, you need to submit a proof of submission to the organizer by the end of the project to be considered complete. You will register for the competition individually. You are only required to submit one for this project although each participant can submit a maximum of three posters. The poster should promote the given topic and promote a solution / concept for a wider international audience. It is recommended that the poster

be in English, however, posters with incorporated texts / messages in all other languages will be accepted.

The submitted poster must observe the following rules:

- JPG file with B3 format printing preparation (350x500mm) with 300 dpi resolution with custom CMYK colors. (13^{25/32} " x 19^{11/16}")
- A single file must not exceed 10 MB.
- All used fonts should be in outline or rasterized.
- You are not allowed to use any designs / materials you do not own copyrighted.
- Understand and accept that the organizers reserve the right to use the submitted visual solutions for presentation and media use and reproduction for promotional purposes within the international promotional activities and campaigns.

Objectives:

- To test students' ideas and techniques on an international level competition
- To create a platform for the student to take a stand on an issue that affects the society.
- To employ exploratory techniques to create one's original artwork and other applicable graphics or typefaces to add meaning to the message.

Deliverables:

- Minimally 30 documented sketches for idea development
- Documentation of progression from sketch to finished poster
- Final poster in PDF format
- Proof of submission

Grading criteria (100 points):

- Documentation of progression from sketch to finished poster (20 pts)
- Create original artwork (10 pts)
- Relevance of the topic proposed for the poster (20 pts)
- Attractiveness of the design where images and text are symbiotically applied (20 pts)
- Proof of submission (10 pts)
- Professionalism, Quality of work, Quantity of work, Work habits, Comprehension, Reliability, Attitude toward work, Dependability, Initiative, and Leadership (20 pts)

Note that the schedule provide are for guidelines in anticipated manners to move along an impending deadline.

8/22 Tue	Introduction to the course in general. Explanation of the requirements of the course. First project assigned and explained. Research in class. Minimally 20 sketches due by the beginning of the class on 8/24
8/24 Thu	Presenting ideas at the beginning of the class. Select 3 top ideas to refine the original ideas further. May mix and match ideas.
8/29 Tue	Create image for the poster in class. Work in class to finalize the layout.
8/31 Thu	One on one to finalize the details. Finalizing design.

9/5 Tue	Refinements of posters. Start printing of poster. Project due on 9/7.
9/7 Thu	Project due one hour before the end of class. Submit work online before the end of class. Late work will not be accepted. Need to show proof of submission to the contest organizer. Class presentation.

References:

International Student Poster Competition: <https://skopjeposter.com/gallery/>

2

LEARN FROM THE MASTERS



From left: Paula Scher, Bruce Mau, Marian Bantjes, and Milton Glaser.

Designers are creating ideas to make the world a better place. Inspired, this project is about drawing inspirations from the superstars of graphic design. You will research and study in depth their design philosophies and propose a project based on them. You will work with the professor to define the area and scope of the project. This project is an opportunity to tap into entrepreneurship in design. It is not the objective of this project to follow the master's styles but rather to model your design philosophies after theirs. As a project to prepare you for portfolio pieces, you are encouraged to make something thoughtfully so that people can and want to use it. You can also create a powerful message that has a persuasive and educational purpose.

Your final presentation format requires your ideas to be well-presented digitally. Work in 24" x 24" at 150 or 300 dpi (depending on the software: raster vs. vector). The content of your final presentation contains your ideation, refinement, and production stages. It is therefore, important to document your design every step of the way. Please seek clarifications if you are unsure about the presentation requirements.

Paula Scher: <https://www.pentagram.com/about/paula-scher>

Marian Bantjes: <http://bantjes.com/work/category/portfolio/>

Ellen Lupton: <http://www.elupton.com>

Bruce Mau Design: <http://www.brucemaudesign.com/work>

Stefan Sagmeister: <http://sagmeisterwalsh.com/work/>

Milton Glaser: <https://www.miltonglaser.com/the-work/>

Objectives:

- To enhance the students' creativity by getting inspirations and insights from highly successful graphic designers.
- To learn the methods to professionally present the students' artwork/ideas in a digital format.
- To provide introspection where the students can reflect on their own design strengths and weaknesses.

Deliverables:

- A PDF file measuring 24" x 24" at 150 or 300 dpi.
- A final print on 24" x 24" from a digital form in PDF. This must also show the documentation of the process from start to finish.

Grading criteria (100 points):

- The ability to translate concepts/discussions covered in class (10 pts)
- Documentation of progression from sketch to finished (20 pts)
- Relevance of ideas drawn for the chosen master designer (20 pts)
- A pragmatic project that will enhance the student's portfolio (20 pts)
- A well-presented final presentation (10 pts)
- Professionalism, Quality of work, Quantity of work, Work habits, Comprehension, Reliability, Attitude toward work, Dependability, Initiative, and Leadership (20 pts)

Schedule:

9/12 Tue	2 nd project assigned and explained. Research in class. Investigate at least three designers. Come up with strengths of each of the three designers. Document in Word. Group discussion of each other's choices.
9/14 Thu	A master designer is selected. Draw up a plan to create a project based on your inspiration of the designer. Due for group discussion on 9/19 by the beginning of the class.
9/19 Tue	Present your design ideas, as inspired by the designer, due at the beginning of the class. Start working on project upon approval/feedback. Finalize the design the computer by working on 24" x 24" at 150 or 300 dpi.
9/21 Thu	Continue working on the design. One on one. Photograph prototype (if applicable for projects that involve an environment or structural elements like packaging, for e.g.)
9/26 Tue	Finalize presentation in digital forms.
9/28 Thu	Project due at the beginning of the class. Late work will not be accepted. Class presentation.

3

POLY-
SEMIOUS
CARDS



Source: <https://www.pinterest.com/pin/215258057165970633/>

“Polysemy” is the presence of semantic ambiguity in language, i.e., when one word can be associated with two or more meanings. For this project, you will create a set of four cards where you have to integrate self-created images and the four polysemic words in the design. Words like bow (to incline the body or head) vs. bow (a flexible strip of wood for propelling arrows), lead, tear (to pull apart) vs. tear (a drop of the fluid secreted by the eye) are some glaring examples. (FYI: its opposite, monosemy is completely clear and unambiguous).

As this is a project of both ideas and materials, you are required to investigate different card stocks and relevant techniques such as embossing, debossing, pop-up, etc to produce the final mock-up. You may also think of “techniques” as exploratory methods used to produce a different style of artwork that you have never tried before. Likewise, for typefaces, instead of relying on computer-generated typefaces, create your own. We will use A2 invitation envelopes which may also be referred to as announcement envelopes sized at 4 ³/₈” x 5 ³/₄” (4.375” x 5.75”). These envelopes will be provided but you may also create your own. The frontal size of the card of your design is 4”x 5”. Work in 24” x 24” format digitally as you finalize towards the final stages.

Objectives:

- To investigate the meaning of words and the power of images through a series of four design layouts.
- To explore different production methods using tactile materials and manual techniques.
- To cultivate manual and handcraftsmanship using relevant techniques.

Deliverables:

- A PDF file measuring 24” x 24” at 150 or 300 dpi.
- Final print on 24” x 24” from a digital form in PDF. This must also show the documentation of the process from start to finish.
- Four physical cards (mock-up/prototype)

Grading criteria (100 points):

- The ability to translate concepts/discussions covered in class (10 pts)
- Documentation of progression from sketch to finished (20 pts)
- A well-presented final presentation showing the idea to finish product (10 pts)
- PDF file measuring 24” x 24” 150 or 300 dpi (10 pts)
- Selection of materials used to produce the mock-up (10 pts)
- Appropriateness of the techniques/methods to produce the mock-up (10 pts)
- Relevancy of the image (10 pts)
- Professionalism, Quality of work, Quantity of work, Work habits, Comprehension, Reliability, Attitude toward work, Dependability, Initiative, and Leadership (20 pts)

Schedule:

10/3 Tue	Project assigned and explained. Start researching during class. Minimum 20 sketches before end of class. Bring more sketches for next class.
10/5 Thu	Present sketches from 10/3 presented. To be discussed during class for further refinement. Research paper/cardstocks during the weekend.
10/10 Tue	Present the type of paper/cardstocks considered. Bring some samples. Explore production techniques. Explore printing methods to produce the design. Work in class to finalize ideas. Explore the techniques necessary to produce the cards.
10/12 Thu	Start making card and printing. You need to explore earlier as these techniques and materials need a couple of trials and errors to be perfected. Digitally layout ideas on

	a 24" x 24" format for final presentation to document the process from start to finish.
10/17 Tue	Finalize design and photograph work for the physical cards to be laid out on the digital 24" x 24" surface so that a PDF file can be generated. Due on 10/19.
10/19 Thu	Project (PDF and actual cards) due at the beginning of the class. Late work will not be accepted. Class presentation.

4

FOOD TRUCK



Photo credit: Yeoh. Location: Bruges, Belgium.

With the rise of the service economy, graphic designers are being asked to solve design problem in a constantly changing economic and social environment. In order to succeed as graphic designers today, we need to be equipped with tools and approaches that work best in this service-oriented world. For this project, we will design a graphical wrap for a food truck. Depending on the availability of the client, KD's Food Truck based in Louisville, KY, we are presented with the opportunity to create for a real client. As a community-based project, you are exposed to "Service Learning" which is a teaching and learning strategy that integrates community service to enrich your learning experience instills civic responsibility and communal strengthening through an active collaboration. However, as it is an impending arrangement, we will proceed as a hypothetical project if the arrangement is not forthcoming. Towards the refinement stages as you lay out your work in the computer, prepare your file to measure 24" x 24" at 150 or 300 dpi.

Objectives:

- (When available or possible) to expose students to service learning which is about collaboration with the community to enhance the students' learning experiences.
- To learn about vehicular graphics via food truck wraps that include design.
- To handle graphic design from a marketing standpoint where design is based on demographics and logic instead of aesthetics.

Deliverables:

- A PDF file measuring 24" x 24" at 150 or 300 dpi.

-
- Final print on 24" x 24" from a digital form in PDF. This must also show the documentation of the process from start to finish. Final versions of the truck showing front, sides, and back profiles.

Grading criteria (100 points):

- The ability to translate concepts/discussions covered in class (10 pts)
- Documentation of progression of ideas from start to finish (20 pts)
- Expandability of the idea (10 pts)
- A printed final presentation showing the idea to finished product (10 pts)
- A well-laid out final presentation showing the thought process (10 pts)
- PDF file measuring 24" x 24" 150 to 300 dpi (10 pts)
- Overall quality of the ideas presented (10 pts)
- Professionalism, Quality of work, Quantity of work, Work habits, Comprehension, Reliability, Attitude toward work, Dependability, Initiative, and Leadership (20 pts)

Schedule:

10/24 Tue	Project assigned and explained. Start researching using the references provided in the link in references below. Think of a name for a company if we are not able to secure a client. Select a truck design and the type of food offered.
10/26 Thu	Name of company and type of food finalized before the end of class. Create diagrammatic drawings showing the front, the two sides and back profiles.
10/31 Tue	Continue to create diagrammatic drawings in class. Work in 24" x 24" at 150 or 300 dpi.
11/2 Thu	Truck diagrams must be finalized by now. Continue working in class and finalize to start printing next week.
11/7 Tue	Finalizing. Color proofs on 8.5" x 11" before printing on a single sheet of 24" x 24". Must show the diagrammatic drawings of the truck with all the sides, front and back profiles plus the development from start to finish.
11/9 Thu	Project due at the beginning of the class. Late work will not be accepted. Class presentation.

References:

Food truck design 101: <http://www.bostonfoodtruckblog.com/food-truck-design/>

8 ingenious food truck designs: <http://www.printmag.com/branding/7-ingenious-food-truck-designs/>

Legion Food Trucks: <http://legionfoodtrucks.com/project/>

Fast Food Truck floor plan and pricing: <http://fastfoodtruck.com/videos/>

Wrap Solutions: <https://wrapsolutions.net/services/>

5

EXPAND
YOUR
PROJECT

The final project provides an opportunity for a self-defined project from conceptual development to production. This is an opportunity to create portfolio pieces for entering the design profession or as a preamble into investigating a design topic of interest. As such, you may also choose to work with a client for an existing project that augments or compliments your career path/portfolio. If those options are not viable for you at this point, consider all the four projects completed so far and you can focus on one of them and expand it to include three other touchpoints. For e.g., the food truck project can be expanded to include the following touchpoints (ways that consumer can interact with a business): menus, banners, a series of other food trucks, etc. Regardless of the choice you make, consult with your professor to finalize your ideas for approval to begin. Think of this project as a series of mini assignments that require at least two touchpoints. Work in 24" x 24" format digitally as you finalize towards the final stages.

Objectives

- To allow students to self-identify opportunities, define, frame design problem, and to develop it into a refreshing and innovative portfolio piece.
- To foster an environment for students to proactively find a “direction” in navigating the many possibilities in the field of Visual Communication.
- To train the student to think independently and work collaboratively.

Deliverables:

- Documentation of progression from sketch to finished
- Documentation of progression from sketch to finished poster
- Final poster in PDF format

Grading criteria (100 points):

- The quality of the proposed project (10 pts)
- Feasibility of the proposed project (10 pts)
- A project that encapsulates the student’s chosen career path or portfolio (10 pts)
- Expandability of the project (10 pts)
- 1st touch point (20 pts)
- 2nd touch point (20 pts)
- Professionalism, Quality of work, Quantity of work, Work habits, Comprehension, Reliability, Attitude toward work, Dependability, Initiative, and Leadership (20 pts)

Schedule:

11/14 Tue	The schedule for each week is to be determined as each project is individualized. Explore ideas in class. Ideas discussed and finalized in class. Explore more ideas and be ready to discuss your ideas during class on 11/16.
11/16 Thu	Be ready to present your work and your idea must be finalized. More ideas explored during the weekend.
11/21 Tue	Bring ideas that you have started working on during the weekend for brainstorming in class. Start working on ideas in class. One on one.
11/23 Thu	Work in class. Continue to finalize ideas. Photograph work and ready to generate PDF measuring 24" x 24"
11/28 Tue	Print 24" x 24" or generate 24" x 24" PDF.

11/30 Thu	Project due at the beginning of the class. Late work will not be accepted. Class presentation.
--------------	---

Photo, Video, and Audio Consent and Release Form

IU Communications

(812) 855 - 5121 communications.iu.edu

I have received, read and agree to abide by the terms and condition of the Syllabus for FINA S452/451 Graphic Design I as well as the Fine Arts Disposition Code (FADC). I, the undersigned, also acknowledge that information related to the course requirements have been explained by the professor and I understand that it is my responsibilities as a student to meet the requirements outlined and will accept the consequences if my choices and actions lead to the final consequences or outcome.

I authorize The Trustees of Indiana University ("IU"), acting through its agents, employees, or representatives, to take photographs, video recordings, and/or audio recordings of me, including my name, my image, my likeness, my performance, and/or my voice ("Recordings"). I also grant IU an unlimited right to reproduce, use, exhibit, display, perform, broadcast, create derivative works from, and distribute the recordings in any manner or media now existing or hereafter developed, in perpetuity, throughout the world. I agree that the Recordings may be used by IU, including its assigns and transferees, for any purpose, including but not limited to, marketing, advertising, publicity, or other promotional purposes. I agree that IU will have final editorial authority over the use of the Recordings, and I waive any right to inspect or approve any future use of the Recordings. I acknowledge that I am not expecting to receive compensation for participating in the Recordings or IU's future use of the Recordings.

I have read the entire Consent and Release Form, I fully understand it, and I agree to be bound by it. I represent and certify that my true age is at least 18 years old, or, if I am under 18 years old on this date, my parent or legal guardian has also signed below.

Location of Recordings:

Date (s) of Recordings

Participant signature:

Date: / /

Participant's Printed Name:

Address:

City:

State:

Zip

Phone:

Email:

If participant is under 18 years old, then his/her parent or guardian must sign below.

Parent/Guardian's signature:

Date: / /

Parent/Guardian's Printed Name: