

This document tracks the time I spent to learn the Online Course "**Design Concepts**", course number **D300.30** taken at <http://www.eclasses.org/> from reading the text book, reading and documenting online lectures, reading online resources, software installations, programming and debugging.

(Note: the ".30" in D300.30 refers to the number of times the course has been given).

Total number of hours I spent on Design Concepts (details below) = 113.0 hrs

*******Course Description*******

Design Concepts - course number D300.26

Start Date: 26-October-2009; **Duration:** 6 weeks; **CEUs:** 3.0; **Course Number:** D300.30; **Instructor:** Astrid Garcia

How eClasses Work

These online classes are primarily conducted via **Moodle**. Moodle, Modular Object-Oriented Dynamic Learning Environment, is a free and open-source e-learning software platform, also known as a Course Management System, Learning Management System, or Virtual Learning Environment.

Instructors post lectures, reading selections, and hands-on assignments once a week in the online classroom. Students can discuss the assignments with the instructor and amongst themselves in the classroom area. **This format has no set meeting time**, which allows students to attend class at a time most convenient to them, yet still, provides logically organized communication between class participants. Students can apply for the completion certificate after finishing the class.

About eClasses.Org - Affordable Web Technology Learning

Since 1998 eClasses.Org has provided the very best in online training to 80,000 Web developers and other professionals. It offers a catalog of 60 online courses covering the breadth of Web work, from HTML to Flash; from CSS to XML. All classes are taught by fellow experts and working professionals in the field.

- Online, instructor-led web technology classes
- Affordable and flexible learning solution
- 4 Web certificate programs

The classroom environment is a threaded messaging system. Instructors post weekly lessons, reading selections, and hands-on assignments. Course materials are available during the class period (usually six weeks). Students have about one week to complete each assignment. Students can also post questions in the classroom area. This format has no set meeting time, which allows students to attend class at a time most convenient to them, yet still provides logically organized communication between class participants. After students successfully finish the class, they can apply for the completion certificate. We also offer [Web Study Certificates](#). The main benefit of our courses is the interaction among you, your instructor and other students in classroom (online message board). Students can post comments or questions to the instructor or other students, share ideas, communicate about your learning experience, or discuss topics of the course with other interested students.

- **Convenience:** Complete all courses via the Internet.
- **Flexibility:** Attend an online class at any time and from anywhere you would like to.

- **Instructor-Led Course:** Our instructors will help you with assignment questions, provide you additional education resources, and keep you up-to-date with rapidly changed internet and web technologies.
- **Affordable:** We provide high quality web education with much lower tuition in comparison to other training providers.

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Course Outline: Design Concepts

Do you see yourself as a non-creative individual? Do you want to learn to effectively design and create sharper and more successful websites and graphics from the ground up? This course will teach the basics plus a whole lot more to help get you on the road to creating, designing and implementing solid designs for the web! In this introductory course, basic design thinking, theory and practice will be explored in an easy to absorb, fun and relaxed environment.

Students will begin by understanding and implementing the foundations of design: the basic elements and principles of design. These elements and principles are applicable to all design mediums such as architecture, art, graphic design, and photography, print and web design. Special emphasis will be given to the application of these principles and elements, along with color and typography, to the medium of web design.

For students who have not had formal training in design, this course will bring them up to speed with the fundamentals of design, while learning how to apply these concepts to web and graphic design. For students who have received previous design training, this course will offer new techniques, tips and tricks, and new ways of thinking of design fundamentals while applying these concepts to the electronic mediums of web design and graphics for the web.

Outline

Week 1: Defining design, an introduction and history of design, and the first set of elements and principles of design

- Defining design.
- A brief introduction and history of design.
- Principles and elements: Understanding the differences.
- Understanding the first set of principles of design: unity/variety, hierarchy, proportion, and scale.
- Understanding the first set of elements of design: shape, space/whitespace, line, and size

Week 2: The role of a designer, differences between web and print design, and second set of elements and principles of design.

- Discussion: The role of a designer in the construction of functional website.
- Discussions: Design is a process that has a clear beginning and end.
- A brief synopsis of the differences between print and web design.
- Understanding the second set of principles of design: balance, rhythm/repetition, proximity, and emphasis.
- Understanding the second set of elements of design: color, texture/pattern, value, and typography.

Week 3: Exploring pattern and texture, classical rules of composition, and value.

- Exploring and using texture and pattern.
- Discovering the classical rules of composition Part I and Part II: (includes leading the viewer's eye, the use of grids in design, the use of a browser enhanced grid in design, proportions and the Golden Mean and the Rules of Third).
- Understanding and implementing value.

Week 4: Creating and enhancing designs with color and typography.

- Understanding the color models.

- Exploring the technicalities of color.
- Working with color creatively.
- Typography Basics - Understanding typography and using it creatively.

Week 5: Solidifying a design concept, generating ideas, design tips and breaking the rules.

- Brainstorming techniques.
- Exploring and enhancing avenues of creativity.
- Design tips for designs and graphics destined for the Web.
- Learning how to break the rules of design.

Week 6: Finalizing the concept.

- Putting the 5 weeks of work together by revising, polishing and presenting a final project, which consists of a design comp that utilizes the principles and elements of design, along with a cohesive color palette, typography, strong composition and creativity.
- Peer evaluation.

Prerequisites

Introduction to HTML H101 or equivalent experience with HTML. Beginning knowledge of Photoshop, Fireworks or Paint Shop Pro is recommended but not required. We do go through the actions of putting a site design together throughout the course of the class. The more familiar you are with your graphics program, the more success you will have in this course.

Requirements

- **Approaching the Learning Process:** Students will gain an understanding of design and its implementation by participating in discussions, reading, written lectures and assignments that are built upon as the course progresses. Weekly lessons will include analysis of websites that make use of the basic principles and elements of design. Examples of experimental website design and more conservative website designs will be studied as well.
- **Software:** Students will need access to a graphics program that can handle layers such as Photoshop (full version, Elements or LE), Paint Shop Pro or Fireworks. Please make sure that any trial versions of software do not contain save, feature or time limitations that can impede in your completion of the course. Knowledge of HTML coding along with an HTML editor such as Dreamweaver, Notepad, BBEdit, Arachnophobia, HomeSite or similar program will be needed to create a personal site where all assignments and class notes can be uploaded to, and accessed by, the instructor and other students.
- **Student Commitment:** This course will cover a lot of material and it does require a serious commitment of time and energy both from students and the instructor. Students should have enough time in the week to absorb the following within the given deadlines: Experiment with new techniques, complete weekly labs, and read weekly lectures, book material and additional resources. It is not advised that students plan a vacation or heavy workloads during this course.
- **Programming:** Students must be familiar with basic file management, how to run and navigate a computer, basic HTML, and uploading and downloading files via their web space control panel or an FTP program. Assignments will be posted via a web site generated by the student. If you are not familiar with HTML, it is advised that you take the H101 Introduction to HTML 4.0 class or that you use a WYSIWYG program such as Dreamweaver.
- **Web Space (Server):** Students must have a web space where they can upload their personal site and assignments. Ideally you should avoid web spaces that support banner ads or pop-up adds as this adds code to your pages. If you do not have a web space, try your ISP first as many provide a small amount of space with your monthly fee. If yours does not, there are a number of free services that are available on the net. A good place to look for free web space is www.freewebspace.net.

Required Book: [Exploring the Elements of Design \(2nd Edition\)](#) [[by Poppy Evans and Mark A. Thomas, Paperback, 2nd edition, 288 pages, ISBN: 1418038555, **Publisher:** Thomson Delmar Learning, **Pub.Date:** August 13, 2007

Instructor: Astrid Garcia

Astrid Garcia holds a BFA in Photography and Digital Imaging and is a Poynter Institute Fellowship graduate. She is a freelance web designer and owns her own photography business, AstridandRene.com. Her personal work includes fine art photography, which has been exhibited in several galleries. Her editorial work has been previously published in newspapers and her body of work of Hurricane Andrew was awarded the National Press Association's Editorial Award. Astrid began teaching Photoshop with eClasses.org in 2001. She continues to provide quality and thorough instruction while bringing her wide range of experience and passion for digital technologies into the classroom. Astrid is a current member of the National Association of Photoshop Professionals.

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How eClasses Work

About the Classroom

Instructors post lectures, reading assignment, and hands-on assignment once a week. eClassessm start on a certain date but this format has no set meeting time, which allows students to attend class at a time most convenient to them. Students only need to complete the assignment within one week and continue with another assignment in the following week.

The main benefit of our eClasses is the interaction among you, your instructor and other students in classroom (online message board). Students can post comments or questions to the instructor or other students, share ideas, communicate about your learning experience, or discuss topics of the course with other interested students.

What are CEUs?

One Continuing Education Unit (CEU) is generally defined as ten contact hours of participation in an organized continuing education experience under responsible sponsorship and qualified instruction. For instructor-led online learning, each course is assigned a number of CEUs for that course which may not relate to the total number of hours an individual takes to complete the course. The number of CEUs awarded is the average number of hours required to complete a course.

About Moodle

From MoodleDocs

Moodle is a software package for producing Internet-based courses and web sites. It is a global development project designed to support a social constructionist framework of education.

Moodle is provided freely as [Open Source](#) software (under the [GNU Public License](#)). Basically this means Moodle is copyrighted, but that you have additional freedoms. You are allowed to copy, use and modify Moodle provided that you agree to: **provide the source to others; not modify or remove the original license and copyrights, and apply this same license to any derivative work.** Read the [license](#) for full details and please contact the [copyright holder](#) directly if you have any questions.

Moodle can be installed on any computer that can run [PHP](#), and can support an SQL type database (for example [MySQL](#)). It can be run on Windows and Mac operating systems and many flavors of linux (for example [Red Hat](#) or [Debian GNU](#)). There are many knowledgeable [Moodle Partners](#) to assist you, even host your Moodle site.

The word Moodle was originally an acronym for Modular Object-Oriented Dynamic Learning Environment, which is mostly useful to programmers and education theorists. It's also a verb that describes the process of lazily meandering through something, doing things as it occurs to you to do them, an enjoyable tinkering that often leads to insight and creativity. As such it applies both to the way Moodle was developed, and to the way a student or teacher might approach studying or teaching an online course. Anyone who uses Moodle is a Moodler.

Moodle is designed to help educators create online courses with opportunities for rich interaction. Its open source license and modular design mean that people can develop additional functionality. Development is undertaken by a globally diffused network of commercial and non-commercial users, streamlined by the Moodle Company based in Perth, Western Australia.

Moodle has many features expected from an e-learning platform, plus some original innovations (like its filtering system).

Moodle is modular in construction and can readily be extended by creating plugins for specific new functionality. Moodle's infrastructure supports many types of plugins:

- Activities (including word and math games)
- Resource types
- Question types
- Data field types (for the database activity)
- Graphical themes
- Authentication methods
- Enrollment methods
- Content Filters

Many third-party Moodle plugins are freely available making use of this infrastructure.^[2]

[PHP](#) can be used to author and contribute new modules. Moodle's development has been assisted by the work of open source programmers. This has contributed towards its rapid development and rapid bug fixes.

By default Moodle includes the [TCPDF](#) library that allows the generation of [PDF](#) documents from pages.

Specification

Moodle runs without modification on [Unix](#), [Linux](#), [FreeBSD](#), [Windows](#), [Mac OS X](#), [NetWare](#) and any other systems that support [PHP](#) and a database, including most webhost providers.

Data is stored in a single database: Moodle version 1.6 could use [MySQL](#) or [PostgreSQL](#). Version 1.7, released November 2006, makes full use of database abstraction so that installers can choose from one of many types of database servers ([Oracle](#) and [Microsoft SQL Server](#) are two specific target [DBMSes](#)).

Verdana, Georgia and Trebuchet hat have been specifically commissioned and designed for web use. Verdana, Georgia and Trebuchet are fonts that have been designed with the viewer in mind. Their design ensures that they are the most legible even when viewed at smaller sizes. Arial is also an acceptable font to use, but it's slightly narrower than Verdana and not as easy to read.

Documentations: The documents - **file names** - that I wrote/created are:

1. TimeSpentToLearnDesignConcepts.doc
2. Most Documents are in *.html (or *.htm) format.

Date	Time Spent (hrs)	Description (mainly)
Monday October 26, 2009	6.5	<u>Start of Design Concepts</u> -course number D300.30

Read and Documented general course materials and week1 materials at <http://www.eclasses.org/>

Documents **created** are located at:

C:\Users\boutros\Documents\MyPrograms\eClasses.Org\ Course_DesignConcepts_D300.30\

Tuesday October 27, 2009

3.0

Read General Class online references:

<http://classroom.eclasses.org/mod/forum/view.php?id=2180>

<http://twitter.com/designconcepts>

<http://mashable.com/2009/05/04/twitter-designers/>

Read Week1 online references:

<http://www.library.cornell.edu/preservation/tutorial/intro/intro-04.html>

<http://computer.howstuffworks.com/monitor4.htm>

http://dx.sheridan.com/advisor/bit_depth.html

<http://www.getty.edu/art/exhibitions/devices/flash/>

Installed *Font Xplorer 1.2.2* (freeware): A font manager with font preview: <http://www.moonsoftware.com/download.asp>

Installed *ColorPix*: A little color picker that grabs the pixel under your mouse and transforms it into a number of different color formats. http://www.colorschemer.com/colorpix_info.php

Wednesday October 28, 2009

2.25

Read Week1 online references:

<http://nobelprize.org/>

<http://www.ups.com/content/us/en/index.jsx>

<http://www.mos.org/leonardo/>

<http://www.sapient.com/>

<http://www.lexus.com/>

<http://www.asterisco.ppg.br/>

<http://www.vangoghmuseum.nl/vgm/index.jsp?lang=nl>

<http://www.artdesignbuild.com/>

<http://www.pbs.org/kcet/shapeoflife/>

<http://www.vozvisual.com/>

<http://www.infiniterace.com/gallery-infiniterace.php>

<http://www.cazal-eyewear.com/>

<http://www.designhistory.org/>

http://en.wikipedia.org/wiki/Graphic_design

<http://www.mkgraphic.com/basic.html>

<http://design.osu.edu/carlson/history/timeline.html>

<http://www.w3.org/History.html>

http://en.wikipedia.org/wiki/History_of_the_World_Wide_Web

<http://www.computerhistory.org/>

<http://www.anderbergfamily.net/ant/history/>

<http://www.pbs.org/opb/nerds2.0.1/>

<http://www.wdvl.com/Internet/History/>

<http://www.isoc.org/internet/history/>

http://www.poynter.org/content/content_view.asp?id=75953&sid=26

<http://swissposters.library.cmu.edu/Swiss/home.html>

<http://www.intute.ac.uk/>

<http://memory.loc.gov/ammem/index.html>

<http://library.duke.edu/digitalcollections/ea/>

<http://www.adclassix.com/>

<http://www.theartofposter.com/>

Read General online References:

Blog Resources:

<http://www.456bereastreet.com/>

<http://www.alistapart.com/>

<http://www.cssbeauty.com/>

<http://www.digital-web.com/topics/>

<http://wefunction.com/>

<http://www.noupe.com/>

<http://www.outlawdesignblog.com/>
<http://www.smashingmagazine.com/>
<http://www.smashingmagazine.com/images/favicon.ico>
<http://tutorialblog.org/>

Color on the Web:

<http://www.w3.org/Graphics/Color/sRGB.html>
<http://www.dotparagon.com/resources/color.html>
<http://www.cgsd.com/papers/gamma.html>
<http://meyerweb.com/eric/tools/color-blend/>
<http://colorshemesdesigner.com/>
<http://www.colorschemer.com/>
<http://www.colorschemer.com/online.html>
http://www.w3schools.com/css/css_colors.asp
<http://www.graphic-design.com/Web/PixelSmith/colors/charts/index.html>
<http://www.inetis.com/index.php?module=programcki>
<http://www.morecrayons.com/>
<http://www.lynda.com/resources/webpalette.aspx>
<http://paletteman.com/>
<http://www.visibone.com/colorlab/>

Fonts on the Web:

<http://www.1001freefonts.com/>
<http://www.acidfonts.com>
<http://new.myfonts.com/>
<http://www.fontfreak.com/>
<http://www.webfxmall.com/fonts/>
<http://www.fontface.com/>
<http://www.fontfile.com/>
<http://www.fonthead.com/freeware>
<http://www.fontfiles.com/>
<http://www.desktoppublishing.com/fonts-free.html>
<http://www.moonsoftware.com/freeware.asp>
<http://www.pcfonts.com/>
<http://www.printerideas.com/fontfairly/>
<http://www.larabiefonts.com/>
<http://www.microsoft.com/typography/default.mspx>
<http://new.myfonts.com/WhatTheFont/>

Graphic Design-Design Affiliations & Organizations:

<http://www.aiga.org/>
<http://www.grolierclub.org/>

Graphic Design-Designer-Developer Resources:

<http://mashable.com/2009/03/16/design-inspiration/>
<http://justcreativedesign.com/2008/02/25/99-graphic-design-resources/>
<http://www.graphicartsonline.com/>
<http://www.creativepro.com/>
<http://www.ndesign-studio.com/resources>
<http://www.desktoppublishing.com/design.html>
<http://www.creativepublic.com/>
<http://www.designtalkboard.com/>
<http://www.digitalthread.com/>
<http://www.lipsum.com/>
<http://www.sxc.hu/>
<http://www.webreference.com/>
<http://www.webdeveloper.com/>
<http://websitetips.com/>

Graphics-Design Publications & Journals:

<http://www.alistapart.com/>
<http://www.adigitaldreamer.com/>
<http://www.designertoday.com/Home.aspx>
<http://www.howdesign.com/GeneralMenu/>
<http://www.k10k.net/>

Need Inspiration?

<http://www.coolhomepages.com/>
<http://www.design-agency.com/project/main.html>

Portfolios-Freelance Market

<http://aquent.us/>
<http://www.elance.com/>
<http://contractedwork.com/frntpgc.cfm?af=19>

<http://www.freelance-work-exchange.com/>

Usability, Browser Downloads & Standards:

<http://www.etre.com/tools/accessibilitycheck/>

<http://browsers.evolt.org/>

<http://www.htmlhelp.com/>

<http://validator.w3.org/>

<http://www.usableweb.com/>

<http://www.useit.com/>

<http://www.anybrowser.org/campaign/>

<http://www.w3.org/WAI/>

Web Site Optimization & Testing Links:

<http://www.anybrowser.com/ScreenSizeTest.html>

<http://pauillac.inria.fr/~fpottier/brother.html.en>

<http://watson.addy.com/>

<http://www.danvine.com/icapture/>

<http://www.websiteoptimization.com/services/analyze/>

<http://www.linklint.org/>

<http://www.gzip.org/>

<http://www.travelinlibrarian.info/home/restest.html>

http://validator.w3.org/checklink?url=&summary=on&hide_type=all&depth=&check=Check

<http://mashable.com/2009/05/04/twitter-designers/>

<http://twitter.com/designconcepts>

Thursday October 29, 2009

2.75

Reading week1 Teacher's Lecture for **Design Concepts** class.

Book: Exploring the Elements of Design; 2nd ed. by Poppy Evans.
Chapter 1 [pages 2 -10; 17 - 25]

Friday October 30, 2009

3.0

Read week1 Teacher's Lecture for **Design Concepts** class.

Read Week1 online references:

<http://blog.themeforest.net/tutorials/visual-hierarchy-in-web-design/>

<http://wefunction.com/2009/04/quality-within-web-design/>

<http://www.merttol.com/articles/web/identify-the-target-audience-goals.html>

<http://webtoolkit4.me/2009/08/15/inspiration-web-design-trends-in-2009-and-probably-2010/>

<http://www.wpdfd.com/browsergrid.htm>

Saturday October 31, 2009

1.5

Working on week1 Homework for **Design Concepts** class.

Sunday November 1, 2009

4.75

Finished week1 Homework for **Design Concepts** class.

Posted it online at:

<http://bacsoftwareconsulting.com/designConcepts/wk1/project1.pdf>

Monday November 2, 2009

3.0

Read Week2 online references:

<http://www.webpagethatsuck.com/dontconfusewebdesignwithsex.html>

<http://www.gerrymcgovern.com/nt/2005/nt-2005-10-24-web-design.htm>

http://www.snook.ca/archives/design/the_value_of_gr

<http://www.markboulton.co.uk/journal/comments/gerry-mcgoverns-clear-lack-of-understanding>

<http://www.webpagethatsuck.com/>

<http://www.webpagethatsuck.com/dailysucker/>

<http://www.amazingwebsitesdesigns.com/questions.html>

<http://top7business.com/?cat=Web-Techniques>

<http://top7business.com/>

<http://www.creativepro.com/article/web-designers-debate-their-role>

<http://www.alistapart.com/articles/readingdesign/>

<http://www.useit.com/alertbox/990124.html>

<http://www.creativepro.com/story/feature/13012.html>

<http://www.alistapart.com/articles/redesignrealign>

<http://www.google.com/support/webmasters/bin/answer.py?answer=35769>

<http://www.webpagethatsuck.com/amazon.html>

<http://aneventapart.com/alasurvey2008/>

<http://webdesignfromscratch.com/web-design/current-style.php>

<http://www.webpagethatsuck.com/biggest-mistakes-in-web-design-1995-2015.html>

<http://www.smashingmagazine.com/2008/02/11/award-winning-newspaper-designs/>

Tuesday November 3, 2009	3.0	Reading week2 teacher's Lecture for Design Concepts class. Book: Exploring the Elements of Design; 2 nd ed. by Poppy Evans. Chapter 1 [page 8; pages 13-16; pages 26 - 30] Re-read Teacher's week1 Lecture.
Wednesday November 4, 2009	1.5	Read week2 teacher's Lecture for Design Concepts class. Working on week2 Homework for Design Concepts class.
Thursday November 5, 2009	4.25	Working on week2 Homework for Design Concepts class.
Friday November 6, 2009	2.75	Working on week2 Homework for Design Concepts class.
Saturday November 7, 2009	2.0	Working on week2 Homework for Design Concepts class.
Sunday November 8, 2009	4.25	Finished week2 Homework for Design Concepts class. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk2/project2.pdf Documented week3 materials for the Design Concepts course. Upgraded browser to Opera 10.01
Monday November 9, 2009	3.75	Read Week3 online references: http://justcreativedesign.com/2009/11/02/logo-design-tutorial/ http://www.smashingmagazine.com/2009/08/16/free-and-commercial-stock-photography-sites/ http://freerangestock.com/ http://www.sxc.hu/index.html http://www.mindtools.com/brainstm.html http://www.businessweek.com/innovate/content/jul2006/id20060726_517774.htm http://www.jpb.com/creative/brainstorming.php http://www.scottberkun.com/essays/34-how-to-run-a-brainstorming-meeting/ http://www.brainstorming.co.uk/contents.html http://www.brainstorming.co.uk/links/weblinks.html http://www.peachpit.com/guides/content.aspx?g=webdesign&seqNum=305 http://www.enchantedmind.com/html/creativity/techniques/techniques.html http://creativityatwork.com/artdir.htm http://www.creativityforlife.com/ http://websitesetips.com/creativity/ http://www.enchantedmind.com/ http://www.m1creativity.co.uk/map2003/maphome2.htm http://www.apa.org/monitor/nov03/creativity.html http://workingcreativity.com/activities/index.html http://www.graphic-design.com/DTG/DTG-Solutions/Creative-Thinking.html http://www.jpb.com/doodles/index.php http://www.mycoted.com/Category:Creativity_Techniques http://www.creativelatitude.com/articles/index.html http://www.alistapart.com/articles/ http://www.alvit.de/handbook/ http://websitesetips.com/design/ http://www.grantasticdesigns.com/tips.html http://www.killersites.com/ http://www.killersites.com/articles/articles.htm http://www.webreference.com/new/handyhints.html http://gnwda.org/tutorials/ http://www.wpdfd.com/resources/ http://www.tlc-systems.com/webtips.shtml http://www.desktoppublishing.com/tipsweb.html http://www.peachpit.com/guides/content.aspx?g=webdesign&seqNum=5 http://www.1099.com/c/co/in/insanity018b.html http://www.webpronews.com/topnews/2001/10/09/how-to-get-what-you-want-by-breaking-the-rules http://www.wpdfd.com/issues/16/ltbodygt_language_3byjoe_gillespie/

<http://www.scottberkun.com/essays/33-how-to-survive-creative-burnout/>
<http://www.peachpit.com/guides/content.aspx?g=webdesign&seqNum=305>
<http://www.peachpit.com/guides/content.aspx?g=webdesign&seqNum=309>
<http://en.wikipedia.org/wiki/Creativity>
http://desktoppub.about.com/library/tutorials/bl_observe_fontchoice.htm
http://desktoppub.about.com/cs/freelance/a/biz_names_2.htm?terms=brainstorming
http://desktoppub.about.com/library/tutorials/bl_observe_photos.htm
http://desktoppub.about.com/library/tutorials/bl_observe_alignment.htm
<http://webdesignledger.com/inspiration/40-of-the-best-horizontal-scrolling-websites>

Wednesday November 11, 2009	0.75	Working on week3 Homework for Design Concepts class.
Friday November 12, 2009	1.0	Read week3 teacher's Lecture for the Design Concepts class.
Monday November 16, 2009	2.25	Documented week4 materials for the Design Concepts course. Read Week4 online references: http://photoinf.com/Golden_Mean/John_Hagan/golden_mean.htm http://www.astridfitzgerald.com/worksonpaper3.htm http://www.maths.surrey.ac.uk/hosted-sites/R.Knott/Fibonacci/fibInArt.html http://goldennumber.net/history.htm http://orange.eserver.org/issues/1-1/ http://desktoppub.about.com/cs/pagelayout/qt/rule_of_thirds.htm http://www.microsoft.com/windowsxp/using/digitalphotography/learnmore/composition.msp http://photoinf.com/General/Peter_Saw/Tutorial_on_Composition/Rule_of_thirds.htm http://www.apogeephoto.com/jan2002/altengarten.shtml http://www.risd.org/schools/phs/clubs/ponyexpr/photoj/composi/thirds/thirds.htm http://www.poynterextra.org/et/i.htm http://www.wpdfd.com/issues/25/palettes/ http://www.wpdfd.com/ http://www.webstyleguide.com/wsg3/7-page-design/7-design-grids.html http://generatorblog.blogspot.com/ http://www.wpdfd.com/browsergrid.htm http://www.creativepro.com/article/photoshop-how-to-using-adjustment-layers http://www.w3schools.com/browsers/browsers_stats.asp http://goldennumber.net/neophite.htm http://goldennumber.net/ http://goldennumber.net/goldsect.htm http://goldennumber.net/art.htm http://goldennumber.net/creditcard.htm http://www.cgtextures.com/
Tuesday November 17, 2009	2.75	Reading week4 teacher's Lecture for the Design Concepts class. Book: Exploring the Elements of Design; 2 nd ed. by Poppy Evans. Chapter 5 [pages 156 - 165; pages 170-174] Chapter 3 [pages 73 - 80]; Chapter 1 [pages 6 - 8]
Wednesday November 18, 2009	2.0	Reading week4 teacher's Lecture for the Design Concepts class. Book: Exploring the Elements of Design; 2 nd ed. by Poppy Evans. Chapter 3 [pages 81 - 100]
Thursday November 19, 2009	4.25	Working on week4 Homework for Design Concepts class.
Friday November 20, 2009	3.75	Working on week4 Homework for Design Concepts class.
Saturday November 21, 2009	2.5	Finished week4 Homework for Design Concepts class. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk4/comp_wk4.html
Sunday November 22, 2009	1.75	Documented week5 materials for the Design Concepts course.

Read Week5 online references:

<http://topcc.org/articles/pdfdocs/color.pdf>
<http://www.colormatters.com/entercolormatters.html>
<http://www.paintquality.com/homeowners/paint-design/videos.html>
<http://desktoppub.about.com/cs/color/a/symbolism.htm>
<http://computer.howstuffworks.com/monitor5.htm>
<http://www.webdesignref.com/chapters/13/ch13-09.htm>
<http://www.pantoneuniverse.com/portal.htm>
<http://www.wpdfd.com/issues/25/palettes/>
<http://ist.mit.edu/services/web/reference/create/graphics>
http://efuse.com/Design/web_color_basics.html
http://www.webdevelopersjournal.com/articles/websafe1/websafe_colors.html
<http://webstyleguide.com/wsg2/graphics/displays.html>
http://www.wpdfd.com/issues/38/is_the_web_safe_palette_really_dead/
<http://www.creativepro.com/article/photoshop-what-color-depth-to-use-for-the-web->
<http://www.stcsig.org/usability/topics/colorblind.html>
<http://colorfilter.wickline.org/>
<http://webdesign.about.com/od/accessibility/a/aa062804.htm>
<http://www.webexhibits.org/causesofcolor/2.html>
<http://www.visibone.com/colorblind/>
<http://aprompt.snow.utoronto.ca/ColorVisibilityProgram.html>
<http://www.tsbvi.edu/Education/color.html>
<http://webttypography.net/>
http://v3.markboulton.co.uk/articles/detail/five_simple_steps_to_better_typography/
<http://www.456bereastreet.com/archive/categories/typography/>
<http://www.poynter.org/column.asp?id=47&aid=50927>
<http://websitetips.com/typography/>
http://www.webmonkey.com/tutorial/Web_Typography_Tutorial
<http://www.wdvl.com/Authoring/Design/Pages/typography.html>
<http://www.will-harris.com/tech.htm>
http://webdesign.about.com/od/fonts/Fonts_and_Typography_in_Web_Design.htm
<http://www.wpdfd.com/issues/23/typography/>
<http://www.wpdfd.com/resources/?tag=fonts>
<http://www.creativepro.com/article/dot-font-massin-the-unclassifiable-free-thinker>
<http://www.webstyleguide.com/wsg3/8-typography/index.html>
<http://www.ccicolor.com/>
http://www.dezignare.com/newsletter/Johannes_Ippen.html
<http://www.devx.com/projectcool/article/19997/0/page/7>
<http://efuse.com/Design/colorful1.html>
<http://efuse.com/Design/palettes.html>
<http://www.creativepro.com/article/dot-font-expressive-typography>
<http://www.creativepro.com/article/dot-font-type-that-s-tight-but-not-touching>
<http://www.markboulton.co.uk/journal/comments/five-simple-steps-to-better-typography>
http://www.456bereastreet.com/archive/200602/setting_font_size_in_pixels/

Monday November 23, 2009

4.5

Read week5 lecture for the Design Concepts course.

Read Week5 online references:

<http://www.devx.com/projectcool/Article/19997/1954>
<http://www.microsoft.com/typography/default.msp>

Tuesday November 24, 2009

5.0

Working on week5 Homeworks for **Design Concepts** class.

Book: Exploring the Elements of Design; 2nd ed. by Poppy Evans. Chapter 2 [pages 39 - 62].

Wednesday November 25, 2009

1.75

Working on week5 Homeworks for the **Design Concepts** class.

Thursday November 26, 2009

6.5

Working on week5 Homeworks for the **Design Concepts** class.

Friday November 27, 2009	6.0	Working on week5 Homeworks for the Design Concepts class.
Saturday November 28, 2009	1.0	Finished week5 Homeworks for the Design Concepts class. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk5/comp_wk5.html http://bacsoftwareconsulting.com/designConcepts/wk5/hw1_wk5.html http://bacsoftwareconsulting.com/designConcepts/wk5/hw2_wk5.html
Sunday November 29, 2009	3.0	Modified week5 project for Design Concepts class per teacher's notes. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk5/comp_wk5_gray_modified.html Book: Exploring the Elements of Design; 2 nd ed. by Poppy Evans. Chapter 4 [pages 107 - 120]; Chapter 2 [pages 63 - 66].
Monday November 30, 2009	2.25	Working on week5 project for Design Concepts with a different color scheme. Book: Exploring the Elements of Design; 2 nd ed. by Poppy Evans. Chapter 4 [pages 121-147].
Tuesday December 1, 2009	3.5	Finished week5 and week6 projects for Design Concepts with a different color scheme. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk5/comp_wk5_blue.html http://bacsoftwareconsulting.com/designConcepts/wk6/all.html
Wednesday December 2, 2009	2.25	Documented week6 materials (and others) for the Design Concepts course.
Tuesday December 8, 2009	1.75	Working on week6 Homework for the Design Concepts class.
Wednesday December 9, 2009	2.75	Reading and Documenting week6 Peer reviews for the Design Concepts course. Working on the main project for the Design Concepts course per teacher notes. Posted it online at: http://bacsoftwareconsulting.com/designConcepts/wk6/comp_wk6.html
Thursday December 10, 2009	1.25	Finished week6 Homework for the Design Concepts class. Design Reviews for 2 students.
Sunday December 13, 2009	2.25	Read and Documented week6 Peer reviews for the Design Concepts course.

Total = 113.0 hrs

***** *End of Design Concepts* *****
