I. CATALOG DESCRIPTION

Department Information
Division: Humanities
Department: Art
Course ID: ART148
Course Title: Beginning Computer Graphics
Units: 3
Lecture: 2
Laboratory: 3
Prerequisite: None.

A. CATALOG DESCRIPTION: Focuses on desktop publishing and photographic digital imaging. Skills such as layout, page design, and scanning and photographic are practiced.

B. SCHEDULE DESCRIPTION: Focuses on desktop publishing and photographic digital imaging. Skills such as layout, page design, and scanning and photographic are practiced.

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: One

III. EXPECTED OUTCOMES FOR STUDENTS:

Upon completion of the course the student should be able to:
A. Compose information visually.
B. Identify and apply the basic software available in graphic design.
C. Apply layout skills for the construction of visual information.
D. Select the appropriate fonts for various publications.
E. Distinguish the elements of a design for the layout of visual material so
    the work produces a logical, understandable and emotionally compelling message.
F. Demonstrate the ability to scan photographs and images to produce digital files.
G. Analyze photographs, correct them, and reconstruct them for publication.
H. Construct and layout a multiple page publication.

IV. CONTENT

A. Principles of publication design
    1. Identifying the expected audience
    2. Choosing a point of view
B. Basic procedures for graphic design layout
    1. Acquiring images
    2. Producing text
    3. Selecting and changing fonts
    4. Testing readability and legibility
    5. Inserting and updating images and text
    6. Constructing a master grid
C. Using elements in a multiple page layout
    1. Choosing layout options
    2. Using software the interface
    3. Using palettes and tool boxes
D. Basic digitizing and scanning
    1. Resolution settings for publications
    2. Procedures for flatbed and slide scanners
E. Creating images and shapes with graphic software
    1. Creative tools in PhotoShop
    2. Preparing images for inclusion in digital layouts
    3. Creative tools in InDesign

V. METHODS OF INSTRUCTION
A. Computer demonstrations
B. Lectures
C. Individual assistance
D. Customized intranet tutorials
E. Textbook and workbook assignments
F. Supervised projects

VI. TYPICAL ASSIGNMENTS:
Two examples of supervised projects and individual assistance are:
A. Design and produce a book cover
Software: *In Design* for layout, *PhotoShop* for scanning and correcting images.

Research images in the library. Find and scan an appropriate image.

Project Goal: Using images and type together to communicate an idea.

Choose one of the following books:

- *ROOTS* by Alex Haley - Novel of the history of African slavery in America
- *CHILDHOOD'S END* by Arthur C. Clarke - An alien race from space ships invades children
- *BLACK ELK SPEAKS* by John G. Neihardt - The biography of an Oglala Sioux holy man
- *THE LAND OF THE TWO RIVERS* BY Leonard Cottrell - Mesopotamia: The stories of the civilization between the Tigris and the Euphrates such as Babylon, Sumner and Assyria

  1. Open a new In Design document, and ask for 1 page.
  2. Set all the margins at 0.50.
  3. When open, add two layers to the default for a total of three layers.
  4. Title one layer type and one image.
  5. Use image(s) that you scanned.
  6. Images should be linked to the document.
  7. Use type that fits the subject and the images.
  8. Use color on the default layer to set the mood of the book cover.

B. Multiple page layout

Project Goal: Keep the viewer interested enough to look at every page. Keep a good balance between a varied dynamic layout with consistency of design approach. Create six or more pages, which include:
  1. A cover
  2. Automatic page numbering
  3. Images which interrelate with text
  4. Images must be linked to the document

VII. EVALUATION
A. Methods of evaluation
  1. Objective evaluation: written tests
     a. Typical test questions:
        i. What does the Links Manager do?
        ii. What ways can you reduce the file size of a *PhotoShop* image?
     b. Workbook assignments
        Typical assignments
        i. Setting up layers to isolate and control design elements
        ii. Placing and arranging images in a layout
        iii. Setting options such as resolution and de-screen to prepare for scanning

    2. Subjective evaluation:
Completion of 3 projects
Projects will be accompanied by creative material such as images,
drawings and rough layouts used to complete the project.
Projects will be evaluated on the following criteria.
   a. Originality of the concept
   b. The clarity of the organization
   c. Steps executed to complete the project
   d. Success in achieving the original idea
   e. Complexity of the work attempted

B. Frequency of evaluation
   1. Two tests
      a. Mid-term
      b. Final
   2. Completion of workbook assignments
   3. Completion of projects:
      a. 3 weeks will be allowed for each project
      b. All projects will be submitted for grading at the end of the semester
      c. All projects will be we submitted as digital files

VIII. **TYPICAL TEXT(s)**
   A. Cohen, Sandee. <u>In Design for Macintosh and Windows</u>. CA: PeachPit Press 2000.
   B. Weinmann and Lourekas, <u>PhotoShop 6 for Windows and Macintosh</u>, CA: PeachPit Press, 2001
   C. Luanne Seymour Cohn <u>Design Essentials</u>, 3rd Ed, CA: PeachPit Press, 1999

IX. **OTHER SUPPLIES REQUIRED OF STUDENTS:** One Zip disk