

I. CATALOG DESCRIPTION

DEPARTMENT INFORMATION

Division: Humanities
Department: Art
Course ID: ART 150
Course Title: Advanced Computer Graphics
Units: 3
Lecture: 2
Laboratory: 3
Prerequisite: ART 149.

A. CATALOG DESCRIPTION: Focuses on layout, imaging and illustration skills. Methods of presentation portfolios will be examined. Skill such as optimizing finished artwork for print media and for screen presentation will be practiced.

B. SCHEDULE DESCRIPTION: Focuses on layout, imaging and illustration skills. Methods of presentation portfolios will be examined. Skill such as optimizing finished artwork for print media and for screen presentation will be 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. Organize projects completed in prior computer graphics courses.
- B. Compose projects so that they are uniform in size and resolution.
- C. Prepare projects for printed portfolio.
- D. Prepare projects for CD-ROM portfolio.
- E. Compose a finished resume.

IV. CONTENT

- A. Catalog files
 1. Identifying your file formats
 2. Saving copies of the originals files
- B. Printing a portfolio
 1. Configuring files for a standard print size
 2. Print attributes
 - a. Ink jet
 - b. Laser printers
 - c. Slide recorders
- C. Planning a portfolio for on screen presentation
 1. Resizing resolution of the images
 2. Selecting a uniform background
 3. Making a flow chart
 4. Arranging an index page
- D. Assembling files for CD
 1. Putting images on separate pages
 2. Linking page to the index page
- E. Writing a resume
 1. Organizing data
 2. Designing a resume page

V. METHODS OF INSTRUCTION

- A. Computer demonstrations
- B. Individual critiques
- C. Customized examples
- D. Textbook assignments
- E. Supervised projects

VI. TYPICAL ASSIGNMENTS

Two examples of supervised projects and individual critiques are:

- A. Creative master layout for portfolio
 - 1. Determine the main message and build your layout around it
 - 2. Select a neutral color for the background that will enhance the images
 - 3. Layout the information module and select 2 fonts to be used for the project
- B. Design pages for images
 - 1. Put neutral colors behind important areas of information
 - 2. Leave areas of white around information
 - 3. Put picture next to important copy
 - 4. Make the page dynamic by using unequal spacing between elements

VII. EVALUATION

- A. Methods of evaluation
 - 1. Subjective evaluation:
 - a. Completion of the 2 portfolio projects
The portfolios will be accompanied by creative material such as images, drawings, files and flow-charts. The portfolios will be evaluated on the following criteria:
 - i. Originality of the concept
 - ii. Clarity of organization
 - iii. Steps executed to complete the project
 - iv. Success in achieving the original idea
 - v. Complexity of the work attempted
 - b. Critiques between the student and instructor to evaluate the presentation of the digital and printed portfolio
 - c. Individual critiques between the student and instructor to evaluate the presentation and the content the written resume

VIII. TYPICAL TEXT (S)

- A. Heller, The Education of a Graphic Designer, NY: Allworth Press 1998
- B. Fisher On the Edge: Breaking the Boundaries of Graphic Design, NY: Rockport Publications 1998,

IX. OTHER SUPPLIES REQUIRED OF STUDENTS:

One Zip disk, blank CD-ROM