

I. COURSE DESCRIPTION:

A. Department Information:

Division: Business & Information Technology
Department: Computer Information Technology
Course ID: CIT 126
Course Title: Computer Graphics
Units: 3
Lecture: 3 hours
Laboratory: None
Prerequisite: CIT 101

B. Catalog and Schedule Description:

An introduction course to graphic design using graphic software. Topics include the study of good graphic design skills and how to apply them, learning graphics software to create professional-looking documents and hands-on experiencing using the PC. (Formerly CSYS 103)

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

III. EXPECTED OUTCOMES FOR STUDENTS

Upon successful completion of the course, the student should be able to:

- A. define the basic vocabulary of graphic design.
- B. recognize the difference between good and bad graphic design.
- C. apply the design concepts of good graphic design.
- D. demonstrate the ability to create the popular graphic software packages: Microsoft MacroMedia Fireworks Publisher.

IV. CONTENT

A. Basic principles of graphic design

- 1. Elements of graphic design
- 2. Different Schools of thought concerning the elements of graphic design
- 3. Combining the elements of graphic design
- 4. Judging the elements of graphic design

B. Designing with type

- 1. Relationships between type
- 2. Categories of type
 - a. Oldstyle
 - b. Modern
 - c. Slab serif
 - d. Sans Serif
 - e. Script
 - f. Decorative
- 3. Type contrasts
 - a. Size
 - b. Weight
 - c. Structure
 - d. Form
 - e. Direction
 - f. Color
 - g. Combining type contrasts

C. Production Management

- 1. Controlling Color: RGB, CMYK, and Index color.

2. Controlling resolution between scanner, monitor, and printer.
 3. File Formats
 - a. Native versus non-native formats within applications
 - b. TIFF format
 - c. EPS raster and vector format
 - d. PICT format
 - e. BMP format
 - f. WMF format
 - g. GIF format
 - h. PNG format
 - i. JPEG format
 - j. PDF format
 4. Outputting graphic art through inkjet printer, laser printer, image setter, copy shop, commercial print shop, or service bureau.
- D. Graphic software
1. Basics of using graphic software
 2. Modifying and changing a graphic design
 3. Special formatting
 4. Importing
 5. Graphic presentations and printing
 6. Enhancing text and layout
 7. Object linking and embedding
 8. Using video and sound in graphic design
 9. Advanced drawing techniques
 10. Interactive graphic presentations
 11. Placing your design on the World Wide Web

V. METHODS OF INSTRUCTION:

- A. Classroom lectures
- B. Classroom discussions
- C. Classroom demonstrations
- D. Individual consultation and demonstration
- E. Hands-on projects using a computer
- F. Examinations

VI. TYPICAL ASSIGNMENTS:

- A. Read the procedures to align paragraphs. Be prepared to discuss the basic steps.
- B. Prepare a step-by-step procedure to create a publication of your choice.
- C. Create an advertising flyer to advertise your word processing/desktop publishing business. Use a wizard that includes tear-offs and a graphic. Decide where you might place such a flyer and think about how you could attract the most attention as you plan your publication. Describe your services. Include the features in a bulleted list. Include a graphic related to desktop publishing, such as a printer. Use tear-offs with your name and e-mail address.
- D. Browse the Web and look for examples of newsletters. Note how many pages, graphics, and articles they use. Look at their mastheads and logos. Then, using a Publisher Newsletter Wizard, create a newsletter for a club or organization with which you are affiliated. Include a least three articles, one sidebar or pull quote, a masthead, and several graphics. Use the Create Web Site from Current Publication command on the File menu to create a group of files for posting to the Web.
- E. Explain the advantages and disadvantages of other popular graphic software packages: PageMaker, PhotoShop, or Coral Draw.
- F. Edit a newsletter template.

- G. Design and create a publication for outside printing.

VII. EVALUATION(S)

- A. Method of Evaluation
 - 1. Graded lab projects
 - 2. Graded final project
 - 3. Examinations
 - Sample questions:
 - a. Which view is the best to view *only* text contained in the graphic presentations?
 - b. Find at least seven differences between the two sample résumés. Circle each difference and name the design principle it offends.
- B. Frequency of Evaluation
 - 1. Fourteen (14) classroom projects
 - 2. One (1) final project
 - 3. Six (6) examinations

VIII. TYPICAL TEXT(S)

Cohen, Sandee and Williams, Robin. The Non-Designers Scan and Print Book, Berkeley, CA: Preachpit Press, 1999.
Shelly, Gary B. and Cashman, Thomas J. and Starks, Joy. Microsoft Publisher 2002 Complete Concepts and Techniques, Boston, MA: Thomson Learning, 2002.
Waxer, Barbara. Macromedia Fireworks MX-Design Professional. Boston, MA: Thomson Learning, 2003.

IX. OTHER SUPPLIES REQUIRED OF STUDENTS:

One Zip disk.