

CATALOG INFORMATION

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Dept & Nbr: ART 281                      Title: COMPUTER GRAPHICS  
Full Title: Computer Graphics

Units	Course Hours	Per Week	Nbr of Weeks	Course Hours	Total
Max: 3.0	Lecture	1.5	17	Lecture	25.5
Min: 1.5	Lab	4.5		Lab	76.5
	Contact DHR	0.0		Contact DHR	0.0
	Contact Total	6.0		Contact Total	102.0
	Non-contact DHR	0.0		Non-contact DHR	0.0

Title 5 Category: 01 AA Degree Applic  
Grading: GC Credit course for grade or CR/NC  
Repeatability: 03 4 ENROLLMENTS  
Also listed as:

CATALOG DESCRIPTION:

This course serves as an introduction to the exciting world of Computer Graphics. You will learn to use graphic software, with an emphasis in vector-based graphics programs (example: Adobe Illustrator) in combination with scanners, digital cameras, typography and other graphic elements and tools. You will produce effective graphic design projects for web pages and print media, and learn how to create your own original artwork. The course will have an emphasis on graphic design and fine art principles, which is key to producing designs which communicate your message in a clear and professional manner.

PREREQUISITES:

COREQUISITES:

RECOMMENDED PREPARATION:

No advisories.

LIMITS ON ENROLLMENT:

SCHEDULE OF CLASSES INFORMATION:

This course serves as an introduction to the exciting world of Computer Graphics. You will learn to use graphic software, with an emphasis in vector-based graphics programs (example: Adobe Illustrator) in combination with scanners, digital cameras, typography and other graphic elements and tools. You will produce effective graphic design projects for web pages and print media, and learn how to create your own original artwork. The course will have an emphasis on graphic design and fine art principles. (Grade or CR/NC) (Repeat Code 3) Cost: \$10.00.  
Transfer Credit: CSU; UC.

ARTICULATION and CERTIFICATE INFORMATION

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ASSOCIATE DEGREE:          Effective:          Inactive:
  Area:

CSU GE:                    Effective:          Inactive:
  Transfer area:

IGETC:                    Effective:          Inactive:
  Transfer area:

CSU TRANSFER: TRANSFERABLE Effective: FALL    1995 Inactive:

UC TRANSFER:  TRANSFERABLE Effective: FALL    2008 Inactive:

CAN:

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CERTIFICATE APPLICABLE: N NOT CERTIFICATE/MAJOR APPLICABLE

APPROVAL AND DATES

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Version 03      Submitted by: KURT COMBS, ARTICULATION      Date: 02/19/2009
  Department approved: Debra Polak                        Date: 02/19/2009
  Curriculum approved: 02/14/1995                          Version approved: 02/19/2009
  Prerequisites approved: 02/14/1995                      Last reviewed: 02/19/2009
Term effective: SUMMER 2009 Last taught:                  Inactive:

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COURSE CONTENT

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OUTCOME AND OBJECTIVES:
  1. Demonstrate a basic understanding of computer graphics software.
  2. Prepare and design elements of graphic products using software
     and hardware.
  3. Apply traditional design skills and basic graphic design principles
     to computer graphic projects.
  4. Demonstrate a basic understanding of typography, print, and web
     technologies.
  5. Communicate with clients and printers regarding computer graphic
     projects.

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TOPICS AND SCOPE:

1. Traditional Design Elements and their Application to Graphic Design
  - a. Line
  - b. Shape
  - c. Value and Texture
  - d. Contrast
  - e. Pattern and Rhythm
  - f. Color
  - g. Focal Point and Visual Read
  - h. Positive and Negative Space
  - i. Simplicity
  - j. Balance
  - k. Composition
2. Components of Graphic Design
  - a. Content
  - b. Appropriateness to Audience
  - c. Consistency
  - d. Repetition
  - e. Alignment
  - f. Proximity
  - g. Typography

3. Image Capture and Input
  - a. Hardware: digital camera, scanner
  - b. Software: resolution, importing images
4. Output
  - a. Commercial printers
  - b. Desktop printers
  - c. Web publishing
5. Creating Original Art and Graphic Elements
  - a. Draw Programs; vector images, scalable images, type manipulation, fills, lines and strokes, importing and exporting files
  - b. Photo Manipulation and Paint Programs: basic tools and techniques
6. Publishing Programs - an overview

#### ASSIGNMENTS:

##### READING ASSIGNMENTS:

Students will be required to read and refer to web-based resources, the texts and other books, periodicals and professional publications.

##### WRITING ASSIGNMENTS:

Students will complete written evaluations and critiques of selected projects and examples of graphic design.

##### OUTSIDE ASSIGNMENTS:

Students are expected to spend a minimum of two hours of independent work out of class for each hour of lecture by doing the following:

1. Collecting examples of outstanding computer graphics.
2. Develop a personal corporate logo or other approved graphic symbol system.
3. Develop client-based graphics or create original artwork.
4. Complete assigned exercises and readings.

##### ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING:

1. Prepare and design graphic products using PhotoShop, Illustrator, and other graphics software.
2. Apply traditional design skills to graphic design.
3. Communicate with printers as required for successful completion of computer graphics projects.
4. Communicate with and meet the needs of graphic design clients regarding design project specifics.
5. Use computer publishing applications.

#### METHOD OF INSTRUCTION:

Lectures; web-based, slide, and video presentations; handouts; reading assignments; skill demonstrations; class discussions; and individual and group critiques.

#### METHODS OF EVALUATION:

1. Skills demonstration as presented in completed corporate image or graphic symbol system and client based graphic design projects or original artwork shall constitute approximately 60% of the grade.
2. Quizzes and a Final Critique of approved individual creative computer design projects shall constitute approximately 40% of the grade.

#### BASIS FOR GRADING:

The assignment of a grade is based on the level of achievement of the outcomes and objectives of the course outline and is reflected in quantifiable terms in the course syllabus.

#### REPRESENTATIVE TEXTBOOKS:

1. Adobe Illustrator CS2 Classroom in a Book, Adobe Creative Team, (June 17, 2005)
2. Supplemental: The Non-Designer's Design Book, Robin Williams, paperback, Peachpit Press