

**SYLLABUS / OUTLINE
DANVILLE COMMUNITY COLLEGE**

DIVISION: Business and Engineering Technology

REVISED: Spring 2014

CURRICULA IN WHICH COURSE IS TAUGHT: Graphic Imaging Technology

COURSE NUMBER AND TITLE: ART 180 – Introduction to Computer Graphics

INSTRUCTOR: Sheila Wright

Charles Hawkins E&IT Building, office #10

(434) 797-8433

Email: swright@dcc.vccs.edu

OFFICE HOURS: Posted on my office door and in EIT 26 Mac lab. If these times are not convenient for you, just contact me and I will work with you to fit your schedule.

CREDIT HOURS: 3 **HOURS/WK LEC:** 2 **HOURS/WK LAB:** 3 **LEC/LAB COMB:** 5

TEXTBOOK: All course materials are supplied by the instructor or are accessible via the internet.

- I. CATALOG DESCRIPTION:** Provides a working introduction to computer-based electronic technology used by visual artists and designers. Presents the basics of operating platforms and standard industry software. Introduces problems in which students can explore creative potential of the new electronic media environment.
- II. RELATIONSHIP OF THE COURSE TO CURRICULA OBJECTIVES:**
- Demonstrate an understanding of the fundamentals of reproduction processes.
 - Use graphic design software to complete laboratory projects.
 - Utilize mathematical skills necessary for effective performance in the printing industry.
- III. REQUIRED BACKGROUND/PREREQUISITIES:**
- Student should have basic computer usage skills to use Email and browse the internet to complete assignments.
 - Jump drive: Neither the instructor nor the college is responsible for loss of your computer files. Save them frequently in your folder in Thawspace. If you want to keep them, back them up frequently on your jump drive. No excuses will be accepted for missing or lost work.
 - Headphones: This is very important since we will be viewing a lot of Adobe and other tutorials and YouTube presentations. To aid with concentration, it is most important that everyone use headphones.
- IV. COURSE CONTENT:**
- Macintosh Computer Basics
 - Software Applications
 - Fonts
 - Colors
 - Special Effects
 - Layering
 - Graphic Design
 - File Management
 - Printers

V. THE FOLLOWING GENERAL EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE:

Communication

Personal Development

Critical Thinking

Quantitative Reasoning

Cultural and Social Understanding

Scientific Reasoning

Information Literacy

VI. LEARNER OUTCOMES:

VII. EVALUATION:

<p>Macintosh Computer Basics</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of computer basics to navigate the desktop • Demonstrate a working knowledge of computer basics to navigate the internet for resources 	<p>Evaluation method Lab exercises Hands-on test</p>
<p>Software Applications</p> <ul style="list-style-type: none"> • Demonstrate a basic working knowledge of InDesign, Illustrator and/or Photoshop 	<p>Evaluation method Lab exercises and projects Hands-on test</p>
<p>Fonts</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of type sizes • Change and manipulate type styles • Set up a type-on-a-path design • Creating and manipulating text blocks • Creating and manipulating text wraps • Research, download and use internet fonts 	<p>Evaluation method Lab exercises Hands-on test</p>
<p>Color</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of applying color to fills and strokes of text • Demonstrate a working knowledge of applying color to fill and stroke rectangles/squares, circles/ellipses, triangles/polygons • Demonstrate a working knowledge of applying spot and process color 	<p>Evaluation method Lab exercises Hands-on test</p>
<p>Special Effects</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of applying effects such as transparency, drop/inner shadows, outer/inner glows, bevel and emboss, basic/directional/gradient feathering 	<p>Evaluation method Lab exercises Hands-on test</p>
<p>Layering</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of manipulating layers with text, graphics, photos 	<p>Evaluation method Lab exercises Hands-on test</p>

<p>Graphic Design</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of appropriate use and mix of text with graphics and colors to create visually pleasing and marketable projects 	<p>Evaluation method Lab exercises and projects Hands-on test</p>
<p>File Management</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of proper storage and use of images such as clip-arts, photos, internet graphics • Correctly move images between software programs • Correctly package graphics with files in the proper locations for linkability • Properly name, copy, delete and rename files and folders 	<p>Evaluation method Lab exercises and projects</p>
<p>Printers</p> <ul style="list-style-type: none"> • Demonstrate a working knowledge of printer setup for varying size and orientation of documents • Demonstrate a working knowledge of printer setup for output percent variances • Demonstrate a working knowledge of different printer selection 	<p>Evaluation method Lab exercises and projects</p>

VIII. GRADING POLICY:

EVALUATION: Attendance is required for all lectures and lab sessions. Excessive absences or tardiness will result in poor performance in completing projects and will result in a loss of points toward the student's daily and final grade.

The world of graphic design is a deadline-driven industry. All assignments that are assigned to be completed outside of class must be completed before coming to the next class meeting. Each week, you can earn 6.25 points for your assignments and/or projects for a total of 100 points for the semester. Since the Mac lab scheduled for other classes and is not open at any time for make-up work, missed classes will result in 0 points for that day's assignments and/or projects. If you arrive tardy, you will miss assignments which cannot be made up. Remember that this class is heavily hands-on project driven.

IX. GRADING SCALE:

- 100 - 90 = A
- 89 - 80 = B
- 79 - 70 = C
- 69 - 60 = D
- Below 60 = F

X. ACADEMIC HONESTY CLAUSE:

DCC Honor Code: I promise that I have neither given nor received unauthorized help on this work, nor am I aware of any violation of the Honor Code.

Plagiarism and Academic Dishonesty

Students will be expected to maintain complete honesty and integrity in their academic work in this class. Acts of academic dishonesty, such as cheating, plagiarism, or inappropriately using the work of others to satisfy course requirements, will not be tolerated. Students who maintain their enrollment in this class agree that such acts will be managed at the discretion of the instructor according to the severity of the infraction.

Academic dishonesty includes collaborating with other students on take-home examinations or other non-collaborative assignment, presenting the work of others as your own, failing to document adequately on research from printed materials or internet sources, and cheating on tests. Disciplinary action will be pursued for all acts of academic dishonesty and may result in the failure of affected assignments, and or this class, as determined by the instructor.

XI. ADA POLICIES: Danville Community College is committed to meeting the needs of all students and providing access for persons with disabilities. Reasonable accommodations are available to those students with diagnosed disabilities. Students with diagnosed disabilities wishing to receive specific accommodations must be registered with the Disability Services. For more information, please contact Carl Amos, Counselor and ADA Coordinator, at 797-8479 or camos@dcc.vccs.edu.