

SYLLABUS

DIVISION: Business and Engineering Technology

REVISED: Spring 2014

CURRICULA IN WHICH COURSE IS TAUGHT: Graphic Imaging Technology

- **COURSE NUMBER AND TITLE:** ART 283, Computer Graphic I

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

I. CATALOG DESCRIPTION:

Utilizes microcomputers and software to produce computer graphics. Employs techniques learned to solve studio projects which reinforce instruction and are appropriate for portfolio use. Lecture 2 hours, Lab 3 hours. Total 5 hours per week. 3 credits

II. RELATIONSHIP OF THE COURSE TO CURRICULA OBJECTIVES:

- Use graphic design software to complete laboratory projects.

III. REQUIRED BACKGROUND/PREREQUISITIES:

- No special computer knowledge required.
- Knowledge in the use of apple computer a plus, but, not required. (The first day of class will be dedicated to instruction in this area)

IV. COURSE CONTENT:

Overview of the Apple computer
Learn the fundamental concepts and features you'll need to master Adobe Photoshop
Produce attention-grabbing images from scratch
Enhancing images with creative retouching and editing techniques
Apply special effects and filters to enhance images
Restore poor-quality originals and damaged photographs
Add color to black and white images
Combine photographs to produce unique images
File and color management
Learn the difference between Vector and Raster images
Work with type

V. THE FOLLOWING GENERAL EDUCATION OBJECTIVES WILL BE ADDRESSED IN THIS COURSE (Place X by all that apply)

<input checked="" type="checkbox"/>	Communications	<input type="checkbox"/>	Personal Development
<input checked="" type="checkbox"/>	Critical Thinking	<input type="checkbox"/>	Quantitative Reasoning
<input type="checkbox"/>	Cultural & Social Understanding	<input type="checkbox"/>	Scientific Reasoning
<input checked="" type="checkbox"/>	Information Literacy		

VI. LEARNER OUTCOMES

VII. EVALUATION

<p>Apple Computer</p> <ul style="list-style-type: none">• Demonstrate an overview of the Apple computer• Explain the purpose for Thawspace• Demonstrate how to use the public folder• Learn how to create, name and rename folders• Demonstrate operation of the printers• Understand the basics for internet search	<p>Evaluation method Lab exercises</p>
<p>Software</p> <ul style="list-style-type: none">• Demonstrate a basic overview• Getting to know the work area in Photoshop• Using and understanding the tool panel• Customizing the workspace• Restoring default preferences• Using the options bar and other panels• Undoing actions	<p>Evaluation method Lab exercises</p>
<p>File Management</p> <ul style="list-style-type: none">• Learn how to name and rename files• Preparing files for storage• Demonstrate differences of CMYK and RGB color mode• Understand resolution and file sizes• Understand which file extension to use• Learn how to properly store and package files•	<p>Evaluation method Lab exercises</p>
<p>Basic Photo Corrections</p> <ul style="list-style-type: none">• Demonstrate strategies for retouching• Resolution and image size• Straightening and cropping an image• Adjusting or changing the color in an image	<p>Evaluation method Lab exercises</p>
<p>Working with selections</p> <ul style="list-style-type: none">• Demonstrate the selecting and selection tools• Using the quick selection tool• Moving a selected area• Manipulating selections• Using the magic wand tool• Selecting with the lasso tools• Rotating a selection• Selecting with the magnetic lasso tool• Refining the edge of a selection	<p>Evaluation method Lab exercises</p>
<p>Layers</p> <ul style="list-style-type: none">• Using the layers panel• Rearranging layers• Applying a gradient to layer• Applying a layer style• Flattening and saving files	<p>Evaluation method Lab exercises</p>

<p>Correcting and enhancing digital photographs</p> <ul style="list-style-type: none"> • Merging exposures and applying advanced color correction • Correcting image distortion • Adding depth of field 	<p>Evaluation method Lab exercises</p>
<p>Masking and Channels</p> <ul style="list-style-type: none"> • Demonstrate creating a mask • Creating a quick mask • Manipulating an image with Puppet Warp • Working with channels 	<p>Evaluation method Lab exercises</p>
<p>Typographic Design</p> <ul style="list-style-type: none"> • Creating a clipping mask from type • Creating type on a path • Designing paragraphs of type • Turning type into art 	<p>Evaluation method Lab exercises</p>
<p>Vector drawing techniques</p> <ul style="list-style-type: none"> • Understanding vector vs. raster images • Using paths with artwork • Creating vector objects for the background • Working with custom shapes 	<p>Evaluation method Lab exercises</p>
<p>Advanced layering</p> <ul style="list-style-type: none"> • Clipping a layer shape • Creating your own keyboard shortcuts • Adding a layer style • Working with layer comps • Managing layers • Flattening a layered image 	<p>Evaluation method Lab exercises</p>
<p>Advanced Compositing</p> <ul style="list-style-type: none"> • Assembling a montage of images • Applying filters • Hand coloring selections on a layer • Adding drop shadows and a border • Matching color schemes across images • Stitching a panorama 	<p>Evaluation method Lab exercises</p>
<p>Painting with mixer brush</p> <ul style="list-style-type: none"> • Selecting brush settings • Mixing colors Creating a custom brush preset • Mixing colors with a photograph 	<p>Evaluation method Lab exercises</p>

VIII. GRADING POLICY

During the course of the semester there will be several projects to complete. Each project will be graded. Failure to complete these projects will result in failure of the course. Each project will be given a scheduled completion time. No lab project will be accepted late. Attendance is required for all meetings. Each scheduled class is worth 3.3 points. These points are for you to earn by the quality of your work and attendance.

Note; Attending class does not guarantee the 3.3 points. Your work and participation will be evaluated by the instructor each day. The most points you can receive in one class is 3.3

IX. GRADING SCALE

A	90% and above
B	80% to 89.99%
C	70% to 79.99%
D	60% to 69.99%
F	Below 60%

X. ACADEMIC HONESTY CLAUSE

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 or the infraction.

Academic dishonesty includes collaborating with other students on take-home examination or other non-collaborative assignments; 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

“If you are a student who needs special ADA-related accommodations, please inform the DCC ADA Coordinator at 797-8441. All information will be considered confidential.”