

Clatsop Community College

ART 225: Computer Graphics I

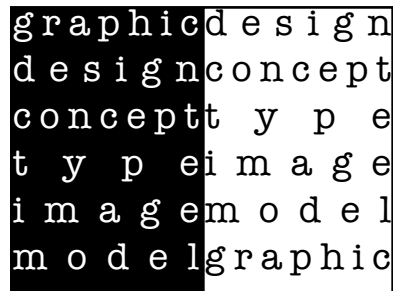
Winter 2010

3 Credit Hours

Instructor: Lucien Swerdloff

Location: ARTB 115

Time: TueThr 10:00-12:00



Course Description

Introduction to the theory and use of digital media in the design process. Students use a variety of software and techniques for visual communication including typography, page layout, digital imaging and three dimensional modeling. Design principles and concepts, creative use of media and critical analysis of work are emphasized.

Course Learning Outcomes

After completing this courses, students will be able to:

- Describe and use basic terms and concepts of computer graphics.
- Identify and use design elements and principles.
- Effectively use a variety of graphic design software and hardware to design and produce graphic work, including page layout, digital imaging, and three-dimensional modeling.
- Recognize the implications of copyright and ethics issues in graphic design.
- Develop a design process from concept to product.
- Communicate design concept and intent in writing and speech.
- Evaluate and critically discuss graphic design process and work in individual and group critiques.

Methodology

Class will meet for two 2 hour sessions per week. The first meeting will generally be lecture and the second meeting will generally be studio. Lecture hours will consist of presentations, discussions, demonstrations and tutorials. Studio hours will typically be used for review and work time, providing extensive hands-on experience. Students will be required to do a number of exercises throughout the term. Presentations and demonstrations given during class will provide a basis for the exercises. Students should expect to spend at least four hours per week outside of class time to work on exercises.

Prerequisites

None. Basic computer skills recommended.

Recommended Text

Adobe Creative Suite 2 Classroom in a Book, Adobe Press, 2006.

Additional Resources

Design Fundamentals for the Digital Age, Holtzschue and Noriega, Wiley, 1997.
The Reconfigured Eye, William Mitchell, MIT Press, 1994.
Graphic Design Solutions, 2nd ed., Robin Landa, OnWord Press, 2001.
Adobe InDesign Classroom in a Book, Adobe Press.
Adobe Photoshop Classroom in a Book, Adobe Press.
Adobe web site: www.adobe.com
Google SketchUp web site: <http://sketchup.google.com>

Required Materials

USB Flash Drive. Sketch pad and colored pencils. Additional materials and supplies for exercises will be required.

Attendance and Participation

Attendance and participation in all classes is strongly recommended and necessary for successful completion of the course and learning of material. The learning of computer graphic design principals and tools requires time, practice and patience. The course will introduce many topics and several software systems. It will be necessary to spend a considerable amount of time working and interacting with other students in order to grasp the tools and concepts covered. Participation in critiques is required.

Grading

Exercises will be graded for creativity, content, completeness and presentation that demonstrate an understanding of the issues covered and your concept and development. All exercises will be due at the beginning of class on the specified due date. Class and critique participation, attendance and initiative will be considered in the evaluation process.

Grading will be determined as follows:

Exercise 1: Computer Graphics	10%
Exercise 2: Graphic Design	20%
Exercise 3: Type	20%
Exercise 4: Image	20%
Exercise 5: Model	20%
Participation	10%

Online

Class Web Site: <http://www.clatsopdesign.com>

Blackboard: <http://bb1.clatsopcc.edu>

Email/SkyDrive: <http://home.live.com/>

Email Address: UserName@asb.clatsopcc.edu

Login information:

UserName: first initial, last name, last three digits of student ID (e.g. jdoe999)

Password: birthday in format YYYYMMDD (e.g. 19881204)

Instructor Information

Office Location: IMTC Computer Lab (MERTS Campus)

Office Hours: MTWR 1:00-2:00; F 11:00-12:00

Phone: 338-7673

Email: lsverdloff@clatsopcc.edu



c o m p u t e r
g r a p h i c s

SCHEDULE

1. Course Overview; Computer Graphics

Computer graphics concepts

Studio: Overview of graphics applications; InDesign

Exercise 1: Computer Graphics

2. Graphic Design

Graphic design elements and principles; layout, proportion and grids

Studio: InDesign, Bridge

Exercise 2: Graphic Design

3. Graphic Design

Graphic design elements and principles; layout, proportion and grids

Studio: InDesign

4. Designing with Type

Typography concepts and techniques

Studio: InDesign

Exercise 3: Type

5. Working with Images

Introduction to digital images

Studio: Photoshop, Bridge

Exercise 4: Image

6. Working with Images

More digital images

Studio: Photoshop

7. Working with Images

More digital images

Studio: Photoshop

8. 3D Modeling

Introduction to 3D modeling

Studio: SketchUp

Exercise 5: Model

9. 3D Modeling

More 3D modeling

Studio: SketchUp

10. Design and Concept

Design concept and development

11. Finals week

