

Clatsop Community College

# ART 226: Computer Graphics II

Spring 2004

3 Credit Hours

Instructor: Lucien Swerdloff

Location: IMTC Computer Lab

Time: TueThr 10:00-12:00



## Course Description

Students continue to develop the use of tools and techniques of computer graphics in the design process. Students engage more advanced aspects of composition, digital imaging, three dimensional modeling, rendering and animation. Creative problem solving, concept development, design applications and communication issues are explored.

## Course Objectives

After completing this courses, students will be able to:

- Describe and use advanced terms and concepts of computer graphics.
- Identify and use design elements and principles.
- Fluently use a variety of graphic design software and hardware to design and produce graphic work.
- Use page layout software to create and modify complex documents.
- Compose sophisticated digital images using a variety of sources and techniques.
- Model, view, render and animate three dimensional form.
- Recognize the implications of copyright and ethics issues in graphic design.
- Refine 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.

## 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 lab. Lecture hours will consist of presentations, discussions, demonstrations and tutorials. Lab 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.

## Instructor Information

Office Hours: MW 10:00-11:00 Towler 303E and TT 12:00-1:00 IMTC CAD Lab

Phone: 338-2301 (T303E) or 338-7673 (CAD Lab)

Email: lswerdloff@clatsopcc.edu

**Prerequisite**

ART 225 Computer Graphics I or instructor approval.

**Required Texts**

Design Fundamentals for the Digital Age, Linda Holtzschue & Edward Noriega, Wiley, 1997.  
form•Z by design: a brief tutorial, second ed., Lucien Swerdloff, Stipes Publishing, 2000.

**Required Materials**

USB Flash Drive or Zip disk. Additional materials and supplies for exercises will be required.

**Class Web Site**

[www.clatsopdesign.com](http://www.clatsopdesign.com)

**Additional Resources**

The Reconfigured Eye, William Mitchell, MIT Press, 1994.

Graphic Design Solutions, 2nd ed., Robin Landa, OnWord Press, 2001.

Adobe Pagemaker Classroom in a Book, Adobe Press.

Adobe Photoshop Classroom in a Book, Adobe Press.

Adobe Studio - Design Resources: [www.studio.adobe.com](http://www.studio.adobe.com)

Adobe web site: [www.adobe.com](http://www.adobe.com)

form•Z User's Manuals and Tutorial

form•Z web site: [www.formz.com](http://www.formz.com)

3Dgate web site: [www.3dgate.com](http://www.3dgate.com)

**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.

**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 participation, attendance and initiative will be considered in the evaluation process.

Grading will be determined as follows:

- Exercise 1: graphic design 20%
- Exercise 2: 3D design 20%
- Exercise 3: portfolio 25%
- Chapter Reviews 30%
- Participation 5%

## Chapter Reviews

Each group of students will prepare a review of the indicated chapter of Design Fundamentals for the Digital Age for class presentation and discussion for Tuesday classes. Reviews will include the following:

- Write a brief summary of the chapter, including overview and outline of main topics.
- Discuss a specific idea, statement or quote from the text that is particularly insightful or provocative. Use illustrations and additional sources as necessary.
- Complete one exercise from the appropriate Exercise Series in the book.



## SCHEDULE

### 1. Introduction

Tue 30 March: Introduction and Course Overview

Thr 1 April: studio

### 2. Art and Design

Tue 6 April: Chapter review 1

Thr 8 April: studio

### 3. Digital Design

Tue 13 April: Chapter review 2

Thr 15 April: Exercise 1 due

### 4. Eye and Mind

Tue 20 April: Chapter review 3

Thr 22 April: studio

### 5. Point, Line, and Plane

Tue 27 April: Chapter review 4

Thr 29 April: studio

### 6. Structure and Surface

Tue 4 May: Chapter review 5

Thr 6 May: Exercise 2 due

### 7. Working in Space

Tue 11 May: Chapter review 6

Thr 13 May: studio

### 8. Color

Tue 18 May: Chapter review 7

Thr 20 May: studio

### 9. The Written Image

Tue 25 May: Chapter review 8

Thr 27 May: studio

### 10. Conclusion

Tue 1 June: Conclusion and Course Summary

Thr 3 June: Exercise 3 due

### 11. Final's week