

Course Syllabus, Page 2
Computer Graphics, GRA1853C

TOPICAL OUTLINE

- Week 1** LECTURE/DEMO: Introduction the Mac, vocabulary terms, identification and functions. Introduction to Illustrator.
- Week 2** LECTURE/DEMO: Rendering techniques with selections, filters, copying & pasting, clipboard, more palettes. PROJECT #1: Handout.
- Week 3** LECTURE/DEMO: Converting Images, copying, ungrouping objects. PROJECT #1 continued.
- Week 4** LECTURE/DEMO: Typography, type trickery. PROJECT #2: Type.
- Week 5** LECTURE/DEMO: Direct and indirect selection tools, color controls. PROJECT #3: Intermediate design.
- Week 6** LECTURE/DEMO: Drawing complex forms. PROJECT #4: Advanced design.
- Week** LECTURE/DEMO: Working with layers, importing images, rendering natural forms, creating complex shapes. PROJECT #5: Tracing Project: Self portrait
- Week 8** Studio time. Individual help. Roughs due onscreen.
- Week 9** LECTURE: PROJECT #5: Final Project: Poster. Studio time. Individual help. Roughs due.
- Week 10** Media explorations. PROJECT #5 continued.
- Week 11** CRITIQUE. Poster due

Syllabus is subject to change.

Course Syllabus, Page 3
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Assessment Criteria and Methods of Evaluating Students:

Grading Criteria (%):

	Project #1: Handout		15%
	Project #2: Type		15%
	Project #3: Intermediate design	15%	15%
	Project #4: Advanced design		15%
	Project #5: Tracing		15%
	Project #6: Poster Design		25%
		Total =	100%
Professional 20%	Technical 60%	Design 10%	Concept 10%

Method of Evaluation:

A = 94-100	4.0	C = 74-76	2.0
A- = 90-93	3.7	C- = 70-73	1.7
B+ = 87-89	3.4	D+ = 67-69	1.4
B = 84-86	3.0	D = 60-66	1.0
B- = 80-83	2.7	D- = n/a	
C+ = 77-79	2.4	F = below 60	0.0

Policies - All policies of the Student Handbook apply to this course. These include, but are not limited to, grading policies, attendance and plagiarism. (SEE ALSO COURSE POLICIES)

Attendance - Any student who does not attend class for 10 consecutive calendar days may be withdrawn from school. Absences of more than 9 hours in a 3 hours per week course or 12 hours in a 4 hours per week course constitute failure. Please see the student attendance policy in the student Handbook or the catalog for further information.

ADA (Americans with Disabilities Act) - To meet the needs of our students with disabilities and to comply with Section 504 of the Rehabilitation Act of 1973, and the Americans with Disabilities Act, Title 111, the Art Institute of Fort Lauderdale maintains reasonable accommodations for students with physical and learning disabilities. Students or applicants who would like to request reasonable accommodations should contact the Director of Counseling for The Art Institute of Fort Lauderdale. The Counseling Department is located on the First Floor (1st) of the Main Building. Students with disabilities are encouraged to contact the Counseling Department in advance of the quarter of study when accommodations may be needed.

Estimated Homework Hours: Approximately 4 hours per week

Technology Needed: access to Adobe Illustrator and Internet

Suggested Periodicals: Communications Arts Magazine, Coyne & Blanchard, Inc.

How: Ideas and Techniques in Graphic Design, F&W Publications

C.M.Y.K. Magazine, Aroune-Freigen Publishing Company

Print: America's Graphic Design Magazine, RC Publications

Required Supplemental

Materials:

Storage media and printed outputs

Black mat board for presentation, Color outputs

Cost:

\$50.00

TOPICS:

1. Understanding basic Mac Basics, conventions and interface techniques
2. Utilizing network for copying and saving files
3. Techniques in vector-based drawing: shapes, line tools, brushes, etc.
4. Working with type: Size, color, special effects
5. Type issues and possible problems: PC vs. Mac
6. Usage of color: Outlines, thickness of outline, and fills
7. Pictures as design elements
8. Creating layouts: posters, flyers, etc.
9. Scanning and converting files
10. Importing and exporting in specific file formats
11. Illustrator and Streamline integration techniques: Hand-tracing editing imported files
12. Understanding of the concept of image layering
13. Developing concepts for design problems: Concept, thumbnail, comprehensive
14. Preparing artwork for output via a pre press bureau

Additional COURSE POLICIES as needed: (example below)

Projects presented on time with completion of all preliminary steps.

Projects completed according to specification including size, mounting, type of final

Oral explanation/ presentation of projects.

Creative concept and innovation.

Experimentation is expected and the degree to which a student explores design possibilities is reflected in the grade.

The difficulty/ complexity of the task performed.

Overall appearance of the finished piece: the quality of the final art or printed output.