Course Outline

Course Number: ART-225
Title: Computer Graphics I
Date Approved: 1/19/2018

Credits: 3

Length of Course:
For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Grading Method: A-F or Pass/No Pass
Prerequisites: None
Co-requisites: None
Recommended: ART-115
Required: None

This course does not include accessible General Education outcomes.

Related Instruction Area: None
Uses Library Resources: Yes

Department:
Art
Outline Developed by:
Thomas Wasson
Course Approved as:
Lower Division Collegiate

Course Description:
Introduction to the use of digital graphics programs. Photo manipulation, illustration, and compositing techniques will be explored. Design principles and creative composition will be emphasized. Historical and contemporary issues related to graphic design aesthetics will be considered.

Student Learning Outcomes:
Upon successful completion of this course, students should be able to:

1. identify the concepts and language of Graphic Design;
2. demonstrate use of the modern tools of this trade (the industry standard hardware and software applications);
3. demonstrate technical skills in Photoshop, Illustrator, and In-Design;
4. generate creative solutions in the production and completion of Graphic Design works;
5. design works that explore personal expression, iconography, and purpose;
6. identify the historical, cultural, theoretical, and aesthetic evolution of the Graphic Design practice;
7. critically analyze, interpret, and describe design works using relevant design concepts.

Major Topic Outline:
1. Introduction to computers and formats.
2. Introduction to Photoshop and Illustrator- Interface, tools, and tabs.
3. Elements of design: line, space, texture, shape, color, value.
4. Principles and concepts in design: harmony, variety, unity, balance, gravity.
5. Introduction to the history of graphic design.
6. Group critiques of finished projects.