

ART 150: COMPUTER ART BASICS

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2023
Credits:	3
Total Contact Hours:	108
Lecture Hours :	36
Lab Hours:	72
Hours Arranged:	0
Outside of Class Hours:	72
Total Student Learning Hours:	180
Transferable to CSU:	Yes
Transferable to UC:	Yes - Approved
Grading Method:	Standard Letter

Catalog Course Description

This introductory computer art course is designed for people interested in learning the basics of computer art. Adobe Illustrator and Photoshop are utilized to create computer graphics and Microsoft Word is used for word processing. Operating system, printers, scanners, and digital cameras are also explored in this course. Material fee. 36 lecture hours, 72 lab hours.

Course Objectives

- Show familiarity and understanding of the operation of the Personal Computer, OS and art/graphics software
- Utilize printer and scanner
- Demonstrate new methods for producing art
- Identify and understand the basic characteristics of vector graphics
- Identify and understand the basic characteristics of bitmap graphics
- Have the opportunity for establishing a portfolio of beginning projects
- Participate in a critical analysis of class projects related to technical and esthetic concerns

Major Course Content

1. Introduction to the Course, Computer Components, Class Assignments and Requirements
2. Career Options in Computer Art and Design
3. Introduction and Practice with the Windows Operating System
4. Introduction and Practice with Word Processing Using MS Word
5. Use of Clip Art in a Word Document
6. Introduction to the Principles of Vector Graphics using Adobe Illustrator
7. Introduction and Practice with Adobe Illustrator as a Design Tool
8. Introduction to the Principles of Bitmap Graphics using Adobe PhotoShop
9. Introduction and Practice with Adobe PhotoShop as a Design Tool
10. Introduction and Practice to Printers
11. Introduction and Practice to Scanners
12. Introduction and Practice with the Digital Camera as Artist's Tool

13. Preparation of Art for Display or Portfolio
14. Student Interactive Participation in Critical Analysis of Class Projects

Lab Content

1. Operating System
 - a. OS is being utilized in the classroom
 - b. Log on to a computer
 - c. Navigate within the operating system
 - d. Storage devices
 - i. Demonstrate how to change destination drive
 - ii. Demonstrate how to "SAVE AS"
2. Graphic file formats
 - a. Vector graphics
 - b. Raster (Bitmap) graphics
3. Adobe Illustrator
 - a. Project 1: Logo design (from instructor distributed materials)
 - b. Project 2: Constructing form a placed template image. (from instructor distributed materials)
 - c. Project 3: Elements of Design
 - i. Build an 8 page PDF file that describes the elements of design.
 - d. Project 4: Color Harmony
 - i. Build a 12 color wheel
 - ii. Construct a visual composition utilizing the text, scale and selection tools
 - iii. Incorporate the information presented in the Color Harmony lecture to complete 6 defined harmonic combinations
 - iv. Successfully follow layout directions (from instructor distributed materials) for final presentation
4. Adobe Photoshop
 - a. Modify a single image into 12 completely different variations of the starting image.
 - i. Successfully follow layout directions (from instructor distributed materials) for final presentation
 - b. Scan multiple 2 dimensional images and 3 dimensional objects for use in a narrative visual composition.
5. Peripheral devices
 - a. Printers
 - i. Demonstrate the skill of manipulating page layout orientation.
 - ii. Demonstrate how to change destination printer
 - b. Scanners
 - i. Scan and save a file on a computer away from current use station and transport file via mobile storage device back to current use station

Suggested Reading Other Than Required Textbook

Online tutorials, Instructor handouts

Examples of Required Writing Assignments

Create a tutorial that will help and inspire someone not familiar with computer graphics to create a basic figure using only polygons and lines. Introduce tools. Demonstrate tools. Save your file. Deliver your digital tutorial file to instructor dropbox at start of next class session.

Examples of Outside Assignments

Research an individual artist's use of the principles and elements of design. Describe the utilization of the principles and elements of design in three separate works created by that artist.

Create a PowerPoint presentation, 15 slide minimum, to use as a visual aid to use in a five minute oral presentation on your artist.

Instruction Type(s)

Lab, Lecture, Online Education Lab, Online Education Lecture