

# ART 162: COMPUTER GRAPHICS I

## Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2022
Credits:	3
Total Contact Hours:	108
Lecture Hours :	36
Lab Hours:	72
Hours Arranged:	0
Outside of Class Hours:	72
Strongly Recommended:	ART 150 and/or ART 158.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

## Catalog Course Description

An introduction and skill development course using the computer as a tool for graphic design and page layout projects where basic design, personal creativity, typography, illustration, and production techniques are implemented. An emphasis is placed on understanding the role of graphic design and the designer in contemporary society and how computer technology plays a major part in this rapidly developing career field. Software includes: current software applications. 36 lecture hours, 72 lab hours.

## Course Objectives

- discuss the role of graphic design and the designer in contemporary society
- display a basic understanding of graphic design software in the production of assigned projects
- demonstrate the use of peripheral hardware such as a scanner, digital camera, CD-ROM, inkjet, and laser printers.
- evaluate the effectiveness of graphic design solutions in professional and student projects
- exemplify excellence in work ethic through integrity of personal expression and dependability
- participate in critical analysis of class projects that include historical, cultural, intellectual, esthetic, and client oriented concerns

## Major Course Content

1. Introduction of Course Content, Course Requirements, and Attendance Policies
2. A Brief History of Graphic Design, its Scope, Role of the Designer, and Computer Influences.
3. Career Opportunities
4. A Brief Description of Graphic Design Hardware and Software
5. The Application of Computer Software to Graphics Projects That Involve Basic Design of Text, Illustration and Layout in Creative Solutions That Meet Specific Criteria
6. Integration of the Scanner, Cd-rom, and Printers into Course Work
7. Demonstration of software knowledge and application

8. Preparation of Personal Projects Suitable for Class Presentation and Portfolio Use
9. Evaluation of the Course and Personal Growth in Class

## Lab Content

1. Students will demonstrate working knowledge of PhotoShop, Illustrator, Quark, In-Design, and Dreamweaver software in design projects.
2. Demonstrate knowledge of color theory and content
3. Demonstrate knowledge of interaction between software applications
4. Demonstrate ability to design for print, web and/or broadcast
5. Peripheral devices
6. Demonstrate the skill of manipulating page layout orientation
7. Demonstrate ability to scan
8. Graphic file formats
9. Vector graphics
10. Raster (Bitmap) graphics
11. DPI vs LPI

## Suggested Reading Other Than Required Textbook

Communication Arts magazine Print magazine

## Examples of Required Writing Assignments

Writing assignments and journals are required within the scope design projects.

## Examples of Outside Assignments

Logo Workup: Brainstorm 3 ideas Create 3 Inspiration boards Scan ALL Sketches Include 30 rough Thumbnail sketches and 6 Final Thumbnail Sketches Extract 3 solutions for Illustration Create 6 variations of each Illustration solution ALL work to be done in Black and White Keep in mind the 3 basic types of logos - Iconic/Symbolic - Logotype/Wordmark - Combination Mark

## Instruction Type(s)

Lecture, Lab, Online Education Lecture, Online Education Lab