

**INDE 73 Course Outline as of Fall 2022****CATALOG INFORMATION**

Dept and Nbr: INDE 73 Title: PORTFOLIO DEVELOPMENT

Full Title: Portfolio Development

Last Reviewed: 2/7/2022

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.25	17.5	Lecture Scheduled	21.88
Minimum	2.00	Lab Scheduled	2.25	6	Lab Scheduled	39.38
		Contact DHR	0		Contact DHR	0
		Contact Total	3.50		Contact Total	61.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 43.75

Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: INDE 140

**Catalog Description:**

In this course, student will learn to create professional portfolios for submittal to higher education institutions and career placement within Interior Design, Planning, Landscape Architecture, Architecture, Engineering, and Construction (AEC) professions.

**Prerequisites/Corequisites:****Recommended Preparation:**

Concurrent or prior enrollment in ARCH 60 or CS70.11A or CS72.11A for computer skills.  
Concurrent or prior enrollment in ARCH 12 or INDE 52 for utilization of completed student projects.

**Limits on Enrollment:****Schedule of Classes Information:**

Description: In this course, student will learn to create professional portfolios for submittal to higher education institutions and career placement within Interior Design, Planning, Landscape Architecture, Architecture, Engineering, and Construction (AEC) professions. (Grade Only)

Prerequisites/Corequisites:

Recommended: Concurrent or prior enrollment in ARCH 60 or CS70.11A or CS72.11A for computer skills.

Concurrent or prior enrollment in ARCH 12 or INDE 52 for utilization of completed student projects.

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b>	Transferable	Effective:	Fall 2019	Inactive:
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<b>UC Transfer:</b>		Effective:		Inactive:
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**CID:**

**Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

### **Student Learning Outcomes:**

At the conclusion of this course, the student should be able to:

1. Evaluate appropriate content to include in a professional portfolio.
2. Produce a representative portfolio of material in their respective design discipline.
3. Analyze and indentify the advantages and requirements between digital and printed portfolios.
4. Utilize best practices for creating and distributing digital and print media.

### **Objectives:**

At the conclusion of this course, the student should be able to:

1. Analyze and determine the audience and purpose for a portfolio.
2. Collect and curate assets for inclusion into a portfolio.
3. Edit content selection for suitability to intended portoflio format.
4. Investigate the use of photo-editing tools for use in content modification and digital portfolio assembly.
5. Assemble assets and content in a cohesive portfolio presentation.

### **Topics and Scope:**

Lecture and Lab

#### **I. Introduction to the Portfolio**

- A. The nature of what a portfolio is and its purpose
- B. The importance of storytelling inherent in a portfolio
- C. The persuasive narrative as a means of expression
- D. What a portfolio is not
- E. Historical examples

- F. Contemporary examples
- G. Purposeful and appropriate content
- H. Self-promotion
- I. Marketing uses
- J. Narratives tell a story
- K. Descriptive writing
- L. Focus on Audience
  - 1. Academia
  - 2. Workforce
  - 3. Potential clients
  - 4. Colleagues or professional organizations
- M. Achieving differentiation and uniqueness
- N. Exploration and introduction to diverse types of portfolios
- O. Perceptual psychology
- P. Gestalt principles of visual perception
  - 1. Law of Closure
  - 2. Law of Common Region
  - 3. Figure/Ground
  - 4. Law of Proximity
  - 5. Law of Similarity
  - 6. Law of Symmetry
  - 7. Law of Continuity
  - 8. Law of Common Fate
  - 9. Law of Past Experience
- Q. Composition
  - 1. Content editing
  - 2. Rule of thirds
  - 3. Golden mean

## II. Asset Gathering

- A. Being a curator of your own content/assets
- B. Method of gathering
  - 1. Scanning
  - 2. Original photography
  - 3. Computer renderings and drawings
  - 4. Hand renderings and drawings
  - 5. Web images
  - 6. Stock photography
- C. File management
  - 1. File naming practices
  - 2. Folder and file organization
  - 3. File safety and backup options
  - 4. Local- and cloud-based storage options
- D. Post versus pre-production
  - 1. Entourage
  - 2. Backgrounds and foregrounds
- E. Graphics
  - 1. Tonal values
  - 2. Shading
  - 3. Line weights
- F. Media file types
  - 1. Raster-based files: JPG, TIFF, PNG, BMP, GIF
  - 2. Vector-based files: EPS, PDF, DWG, DWF, SVG

3. Point-based files: OBJ, STL, FBX, IGES, GLTF, BLEND

G. Resolution and file size

1. Storage limitations
2. Resolution compatibility

H. Introduction to common image editing tools

1. Transparency
2. Layers
3. Image masking
4. Colors, swatches, gradients, and patterns
5. Blending modes
6. Fill and stroke
7. Paths and node-editing
8. Filters and effects

III. Portfolio Creation

A. Composition

1. A live portfolio document
  - a. Non-destructive image use
  - b. Linking versus embedding

B. Graphic design

1. Typography: titles and body text fonts
2. Composition
3. Rhythm and repetition
4. Consistency
5. Color theory

C. Content publishing

1. Media vs Medium
2. Content vs packaging
3. Package delivery methods
4. Assets vs Delivery Model
5. Print Media vs Screen Media

D. Recipient user experience

E. Who's using this and who's going to see it

F. Printed portfolio issues

1. Format sizes
2. Print media
3. Online printing services
4. Binding options

G. Web-based portfolio issues

1. Screen format ratio
2. Mobile use
3. Web-based platforms
  - a. Templates
  - b. HTML coding
  - c. Domain hosting
4. Interactive media
5. Animation and video

H. Digital portfolio issues

1. Colorspace

IV. Best Practices for Online Content

A. Social media

B. Online aggregators

## Assignment:

### Lecture

1. Reading (5-10 pages per week)
2. Quizzes and exams (2-6)
3. Design presentations and critiques (2-4)
4. Final portfolio
5. Final portfolio presentation

### Lab

1. Content development assignments (5-10)
2. Portfolio development assignments (5-10)

## Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Writing  
0 - 0%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Content and portfolio development assignments, final portfolio

Problem solving  
40 - 60%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Design presentations, critiques, and final portfolio presentation

Skill Demonstrations  
20 - 30%

**Exams:** All forms of formal testing, other than skill performance exams.

Quizzes and exams

Exams  
15 - 25%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation

Other Category  
5 - 15%

## Representative Textbooks and Materials:

Instructor prepared materials

