### **GD 61 Course Outline as of Spring 2010**

### **CATALOG INFORMATION**

Dept and Nbr: GD 61 Title: COLOR IN DIGITAL WORLD

Full Title: Color in the Digital World

Last Reviewed: 8/31/2009

Units		Course Hours per Week	•	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	3.00	Lecture Scheduled	2.50	17.5	Lecture Scheduled	43.75
Minimum	3.00	Lab Scheduled	1.50	4	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 87.50 Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: **Grade Only** 

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

Also Listed As:

Formerly:

#### **Catalog Description:**

An intensive course on how to set up and manipulate files as well as profile and calibrate equipment in order to obtain reliable color output for print design.

## **Prerequisites/Corequisites:**

Course Completion of CS 70.1A (or CS 70.11A or CIS 73.21 or CIS 73.31)

# **Recommended Preparation:**

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: An intensive course on how to set up and manipulate files as well as profile and calibrate equipment in order to obtain reliable color output for print design. (Grade Only)
Prerequisites/Corequisites: Course Completion of CS 70.1A ( or CS 70.11A or CIS 73.21 or CIS

73.31)

Recommended:

Limits on Enrollment: Transfer Credit: CSU; Repeatability: Two Repeats if Grade was D, F, NC, or NP

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

AS Degree: Area Effective: Inactive: CSU GE: Transfer Area Effective: Inactive:

**IGETC:** Transfer Area Effective: Inactive:

**CSU Transfer:** Transferable Effective: Spring 2010 Inactive: Fall 2014

**UC Transfer:** Effective: Inactive:

CID:

### **Certificate/Major Applicable:**

Both Certificate and Major Applicable

### **COURSE CONTENT**

## **Outcomes and Objectives:**

Upon completion of the course, students will be able to:

- 1. Define the color spaces a graphics professional must work in, and outline the special concerns of each color space
- 2. Define how to create "color by the numbers"
- 3. Calibrate computer monitors, scanners, and other peripherals
- 4. Create color profiles for desktop computer systems
- 5. Operate color architecture in PhotoShop, InDesign, and Illustrator
- 6. Proof color on the desktop system
- 7. Use Camera Raw settings for color adjustments

# **Topics and Scope:**

- 1. Introduction to color management systems
- 2. Computers and color: defining the color space
- 3. Defining color management
- 4. Calibrating your equipment
- 5. Creating "color by the numbers"
- 6. Defining color profiles
- 7. Building and refining color profiles
- 8. Color management and the operating system; Macintosh and PC [personal computer]
- 9. The Adobe common color architecture: PhotoShop, Illustrator, and InDesign
- 10. Color management and the PDF [Portable Document Format]
- 11. Building color managed workflows
- 12. Proofing and color management
- 13. Using Camera Raw and color adjustments

# **Assignment:**

- 1. 30 pages of reading per week
- 2. Weekly 25-point quizzes over the reading material

- 3. Ten to twelve lab exercises with specified output demonstrating lecture concepts
- 4. Equipment evaluations
- 5. Midterm exam
- 6. Final exam

#### 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 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.

Equipment evaluations; Quizzes

Problem solving 20 - 40%

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

12 lab exercises with specified output

Skill Demonstrations 20 - 40%

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

Weekly 25-point quizzes over the reading material; Midterm exam; Final Exam Exams 10 - 60%

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

Attendance and participation

Other Category 0 - 15%

# **Representative Textbooks and Materials:**

Real World: Color Management, by Bruce Fraser, Christ Murphy, and Fred Bunting. Peachpit Press, Berkeley, California, 2005.