APGR 61 Course Outline as of Spring 1996

CATALOG INFORMATION

Dept and Nbr: APGR 61   Title: DIGITAL DESIGN
Full Title: Digital Design Production and Process
Last Reviewed: 3/27/1996

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50		Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50		Lab Scheduled	2.00	8	Lab Scheduled	16.00
			Contact DHR	0		Contact DHR	0
			Contact Total	4.00		Contact Total	32.00
			Non-contact DHR	1.50		Non-contact DHR	12.00

Total Out of Class Hours: 32.00   Total Student Learning Hours: 76.00

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:

Catalog Description:
An intensive course designed to teach the graphic design student how to create effective graphic images and produce operative files for print production.

Prerequisites/Corequisites:
Course Completion of APGR 52A (or APGR 91)

Recommended Preparation:
Some design experience and/or FreeHand experience.

Limits on Enrollment:

Schedule of Classes Information:
Description: An intensive course designed to teach the graphic design student how to create effective graphic images and produce operative files for print production. (Grade Only)
Prerequisites/Corequisites: Course Completion of APGR 52A (or APGR 91)
Recommended: Some design experience and/or FreeHand experience.
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 1996   Inactive: Spring 2011

UC Transfer: Effective: Inactive:

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
The student will demonstrate:
1. Ability to work with FreeHand's tools and palettes.
2. Ability to create color designs (spot and 4-color process).
3. Ability to manipulate digitized images and fine tune typesetting.
4. Ability to create working files for service bureau output.

Topics and Scope:

Systematic exploration of the program as it relates to the graphic design field.
Lecture Schedule:
1. Overview of FreeHand's tool and palettes. Customizing preferences files.
2. Text features: colored and patterned type, type on a path, converting type to paths.
3. Type refinements: kerning, tracking and hyphenation, paragraph formatting, tabs, and paragraph rules.
4. Importing graphics: scanning, compatible graphics formats, trouble-shooting.
5. Combining text and graphics, paste inside, text wrap.
6. Manipulating imported graphics: contrast, color, shade.
7. Overview of color: applying color, color systems, matching systems
8. Using spot color in documents.
9. Creating process color documents.
10. Process color separating: creating and proofing.
11. Preflighting files for service bureau output.

Assignment:

Projects:
 Student will complete to finished output:

1. Logo design
2. Product label
3. 4-color Poster
4. Illustrated storybook

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.

Quizzes, Exams, PROJECTS

Problem solving
10 - 30%

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

PROJECTS

Skill Demonstrations
20 - 80%

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

Multiple choice, Completion, IN-CLASS PRACTICUMS

Exams
10 - 20%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:
"Real World FreeHand" by Olav Martin Kvern   Peachpit 1994