

CIS 73.11 Course Outline as of Spring 2008**CATALOG INFORMATION**

Dept and Nbr: CIS 73.11 Title: COMP GRAPHICS CONC

Full Title: Computer Graphics Concepts

Last Reviewed: 2/2/1999

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	61.25
		Contact Total	5.50		Contact Total	96.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 166.25

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

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

Also Listed As:

Formerly: CIS 82.3

Catalog Description:

A thorough introduction to computer graphics that provides an essential foundation for the student interested in learning other graphics programs and desktop publishing. Popular graphics programs will be sampled, including painting, drawing, desktop publishing, photographic editing, business graphics, animation and presentation software. Other topics include using a scanner, color and digital file formats.

Prerequisites/Corequisites:

Course Completion of CS 105A (or CIS 105A or CIS 81.5A or BDP 81.5A) OR Course Completion of CS 5 (or CIS 5 or BDP 5 or BDP 51) OR Completion of CS 101A or higher (CIS1)

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100

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

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Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Transfer Credit:

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:	Effective:	Inactive:	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. identify the different types of digital file formats;
2. describe 4 aspects of digital resolution;
3. transfer graphics between applications;
4. define color imaging
5. list 4 considerations when printing in color
6. create a simple graphics document using different types of applications including:
 - a. paint and draw programs
 - b. page layout and presentation programs
 - c. image-editing programs
 - d. business graphics
 - e. animation and multimedia
7. use a scanner or video camera to create computer images.

Topics and Scope:

1. Choosing a graphics computer system
 - a. RAM
 - b. Monitors
 - c. Printers

- d. Disk storage
- II. Understanding digital file formats
 - a. Native file formats
 - b. EPS, TIFF, JPEG, GIF, and bitmapped formats
 - c. Digital resolution
 - d. Transferring graphics
 - 1. transferring between Mac and PC
 - 2. Exporting and importing graphics between applications
 - 3. Creating portable electronic documents with Adobe Acrobat
- III. Capturing graphics
 - a. Using a scanner
 - b. Using a digital camera
- IV. Introduction to graphics applications
 - a. Painting programs
 - b. Drawing programs
 - c. Page layout programs
 - d. Image-editing programs
 - e. Presentation programs
 - f. Screen captures
 - g. Business graphics
 - h. Animation and multimedia
- V. Enhancing images
 - a. Working with layers
 - b. Adjusting the display of an image
 - c. Filters and plug-ins
- VI. Color graphics
 - a. Understanding color graphics on computers
 - b. RGB vs CMYK color models
 - c. Color printing
- VII. Graphics and the World Wide Web
 - a. Downloading graphics from the World Wide Web
 - b. Creating images for the Internet
- VIII. Other topics
 - a. Working with stock photography on CD-ROM
 - b. Copyright issues
 - c. Acquiring clip art
 - d. A beginner's look at design

Assignment:

Students will complete hands-on activities to demonstrate their understanding of the concepts taught in the class. Sample activities include:

Creating a paint image

Creating a draw image

Scanning and modifying the digitalized image

Creating a Powerpoint presentation

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 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.

Lab reports, Quizzes, Exams

Problem solving
20 - 50%

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

None

Skill Demonstrations
0 - 0%

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

Multiple choice, True/false, Matching items

Exams
40 - 75%

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

Short written assignments

Other Category
5 - 10%

Representative Textbooks and Materials:

"Digital Images", by Greenberg & Greenberg - Osborne/McGraw-Hill 1994