GD 56 Course Outline as of Fall 2009

CATALOG INFORMATION

Dept and Nbr: GD 56 Title: DIGITAL ILLUSTRATION
Full Title: Digital Illustration in Photoshop
Last Reviewed: 1/24/2011

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	1.50	Lab Scheduled	0.50	6	Lab Scheduled	8.75
		Contact DHR	0		Contact DHR	0
		Contact Total	2.00		Contact Total	35.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50 Total Student Learning Hours: 87.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade Only
Repeatability:	39 - Total 2 Times
Also Listed As:	
Formerly:	

Catalog Description:
Demonstration and use of illustration techniques using PhotoShop. Emphasis placed on creating effective graphic communications using PhotoShop.

Prerequisites/Corequisites:
Course Completion of CS 70.11A and GD 52

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: Demonstration and use of illustration techniques using Photoshop. Emphasis placed on creating effective graphic communications using Photoshop. (Grade Only)
Prerequisites/Corequisites: Course Completion of CS 70.11A and GD 52
Recommended:
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Total 2 Times

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:	Fall 2009	Inactive:	Fall 2014
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Use the tools in Photoshop to create illustrations to use for graphic communications.
2. Use the design principles of color, value, proportion, perspective, scale, texture, and motion to create effective illustrations to use in graphic communications.
3. Use the digital tablet effectively.
4. Create finished illustrations and photo montages to be incorporated into graphic design projects for a portfolio.
5. Create effective type effects for logos and headlines using Photoshop tools.
6. Repeating students will be to create digital illustrations at a higher level of professional mastery.

Topics and Scope:

1. Using the computer pen tablet such as the Wacom tablet
2. Creating believable shading and shadows in Photoshop
3. Using Photoshop tools to create:
   a. Believable perspective
   b. Dynamic scale
   c. Type effects for headlines and logos.
   d. Textures and borders
   e. Dynamic motion effects
4. Drawing in the Digital Age
5. The photo montage: shading, shadows, edges, values, and color
6. Engaging the audience using perspective in the two-dimensional space
7. Scale: a tool for gaining readership
8. Drop shadows for creating type effects for logos and headlines
9. Textures and borders
10. Creating motion effects to create reader interest
11. Repeating students will be shown more advanced techniques

Assignment:

1. Nine thumbnails using markers for each assignment
2. Illustration for book jacket cover
3. Illustration for a brochures using perspective
4. Illustration for a magazine spread using scale
5. Headline for magazine spread using effective type effects
6. Final project using a set of border, motion, and texture effects in signage prototypes
7. Repeating students will be graded on more advanced projects using a higher level of expertise

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.

Photoshop labs: shadow and shading, perspective, scale, type effects, textures, borders, motion. Design labs: engaging the reader using scale, montage, perspective, shadows, value and color.	Problem solving 20 - 50%

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

Book jacket cover; perspective illustration; magazine illustration; headline with type effects; signage prototypes using border, motion and texture effects.	Skill Demonstrations 45 - 65%

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

None	Exams 0 - 0%

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:
Instructor prepared materials