

ART 18.2 Course Outline as of Fall 2010

CATALOG INFORMATION

Dept and Nbr: ART 18.2

Title: COMPUTER GRAPHICSII

Full Title: Computer Graphics 2

Last Reviewed: 3/25/1999

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	1.00	Lab Scheduled	4.00	1	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 22 - 4 Times in any Comb of Levels

Also Listed As:

Formerly: ART 18B

Catalog Description:
Introduction to the use of computers as an artistic tool. Students will explore Interactive Multimedia authoring design and photo processing software. Emphasis will be on both technical skills and aesthetic results.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of ART 3

Limits on Enrollment:

Schedule of Classes Information:
Description: Introduction to the use of computers as an artistic tool. Students will explore Interactive Multimedia authoring design & photo processing software. Emphasis will be on both technical skills and aesthetic results. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Course Completion of ART 3
Limits on Enrollment:

Transfer Credit:

Repeatability: 4 Times in any Comb of Levels

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:

1. Explore the computer as a tool for interactive multimedia authoring design using graphics, animation and sound
2. Integrate other art media with the products of the computer.
3. Become proficient with the computer as a photo processing tool.
4. Assess interactive multimedia art to other forms of time-based art including animation, sound and video.
5. Produce a series of original work using the computer which demonstrates both a personalized aesthetic and skills with the hardware and software tools.

Topics and Scope:

1. Apply past image making experience to the challenge interactive multimedia software design
2. Create programs using animation, sound and hard copy.
3. Investigate graphics software and hardware for photo processing and special effects
4. Manipulate and process images from video and scanner input devices.
5. Assess the work of established computer artists for personal creative ideas.

Assignment:

Various image making and altering exercises which explore major visual principles including:

1. user interface design
2. scripting of personal, stand-alone programs
3. Photo processing and high resolution special effects
4. Prototyping complex functional applications for viewer interaction

5. Integration of sound and motion as aesthetic elements
6. Projection of static and kinetic computer art.
7. Color scanning and special effects.

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.

None

Problem solving
0 - 0%

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

Class performances, Performance exams

Skill Demonstrations
10 - 30%

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.

A PORTFOLIO OF COMPLETED WORK WILL BE MAJOR BASIS FOR COURSE GRADE. OTHER FACTORS: ATTENDANCE, EFFORT, GROWTH, AND CLASS PARTICIPATION.

Other Category
70 - 90%

Representative Textbooks and Materials:

Photoshop for the Web, Mikkel Aaland, O'Reilly Pub, ISBN 1-56592-350-2
1998.

Real World Photoshop, David Blather, Bruce Fraser, Addison Wesley Pub.,
ISBN 020135375X, 1999