APGR 52A Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: APGR 52A   Title: INTRO CMPTR BSD DESIGN
Full Title: Introduction to Computer Based Design
Last Reviewed: 2/11/2002

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total		
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
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly: APGR 91

Catalog Description:
A basic course in micro computer operations specific to the graphic design field. Emphasis is placed on design, computer skills on the Macintosh platform using graphics software packages, dealing with type in a professional manner, graphic imaging and digital print production.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: A basic course in micro computer operations specific to the graphic design field. Emphasis is placed on design, computer skills using the Macintosh platform using graphics software packages, dealing with type in a professional manner, graphic imaging and digital print production. (Grade Only)
Prerequisites/Corequisites:
Recommended:

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:
Upon successful completion of this course the student will be able to:
1. Demonstrate a basic knowledge of microcomputer operations by saving files in various file formats, moving files, using a hierarchical folder system to organize files, and use Chooser to select a printer or server.
2. Generate effective layouts using the design principles of proximity, alignment, repetition, and contrast.
3. Create dynamic type using the principles of concordance, conflict, contrast, readability, and legibility.
4. Use a page layout program such as QuarkXpress to create a two-page document exhibiting a basic command of text input and manipulation, paragraph spacing, character spacing, tabs and indents, and style sheets.
5. Demonstrate a working knowledge of scanning, resolution, resizing, and file formats by creating effective images for design ,layouts.
6. Use an image editing program such as PhotoShop to create a photo montage, applying such features as layer masks, layer effects, color adjusting, and opacities.
7. Create basic file setups suitable for output at a printing service bureau.
8. Demonstrate an understanding of basic font management by using ATM to open fonts from a folder.
9. Outline the basic design process and simple offset printing workflow.
10. Mount and present work in a professional manner using such skills as cutting with and Xacto knife and mounting work on presentation boards with proper adhesives in a neat and precise manner.

Topics and Scope:

1. PhotoShop basics (tools, menus, palettes, color picker) opening & saving a document
2. Design proximity: the anatomy of an ad
3. PhotoShop: Selections: using the selection tools; marquee lasso; adding to a selection; removing part of a selection. Shrinking selections; inverse, magic wand quick mask. Saving and loading a selection; feathering a selection
4. Design process: alignment
5. PhotoShop: Layers: creating a new layer; merging and flattening, creating a drop shadow; transparency; layer masks & layer effects
6. Scanning and file formats
7. Design; Repetition
8. PhotoShop: working with text & paint tools: Brushes - airbrushing; colorizing an image; working with text tool
9. Design Contrast
10. PhotoShop: Working with paths; creating, saving, filling, creating clipping, shapes
11. Design: Creating effective montages
12. PhotoShop: working with filters
13. QuarkXpress Basics: (tool, measurement, document layout, color, style sheets) menus, creating a new document text boxes, building a page, saving and templates printing
14. Design: Designing with type: Concord, conflict, contrast
15. QuarkXpress: Document orientation - rulers, guides, text boxes, drag copying/cutting, text, measurement, point of origin
16. Design: Typography & professional type formating QuarkXpress: text input and manipulation; text rotation frames, vertical alignment, text inset, box and text color specifying, runaround
17. QuarkXpress: Paragraph spacing, leading, baseline shift, space before and after. Rules, Initial Caps
18. QuarkXpress; Character spacing, kerning, tracking, scaling, layering, grouping, editing within groups and ungrouping boxes
19. QuarkXpress: Indents: First line, hanging, right & left; Tabs: right, left, leader, center, decimal
20. QuarkXpress: Style sheets: creating, applying editing,Introduction to Quark's Beziers features, Scanning & resolution: importing images; manipulating step & repeat, working with picture boxes
25. Getting ready for the Service Bureau

Assignment:

1. Create a magazine advertisement illustrating basic design principles and photoediting skills.
2. Create a working clock using photo montage skills.
3. Create a two-sided, laminated diner menu inspired by '50s design and illustrating such skills as style sheets, tabs and indents, and professional typographic style.

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 - 60%

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

Completion, IN-CLASS PRACTICUMS

Exams
10 - 50%

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

BOOK REPORT

Other Category
0 - 5%

Representative Textbooks and Materials:
QuarkXpress 4 Visual Quickstart Guide by Elaine Weinmann, Peachpit Press 1998
PhotoShop 6.0 Visual Quickstart Guide y Elaine Weinmann, Peachpit Press 2000