## APGR 61 Course Outline as of Spring 2011

## 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 | 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: $\quad 00$ - 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:

## 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:
Recommended: Some design experience and/or FreeHand experience.
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 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, troubleshooting.
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.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or noncomputational problem solving skills.

## Quizzes, Exams, PROJECTS

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

## PROJECTS

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

Multiple choice, Completion, IN-CLASS PRACTICUMS
Other: Includes any assessment tools that do not logically fit into the above categories.
None

## Representative Textbooks and Materials:

"Real World FreeHand" by Olav Martin Kvern Peachpit 1994

Problem solving 10-30\%


Skill Demonstrations 20-80\%

| Exams |
| :---: |
| $10-20 \%$ |

Other Category 0-0\%

