CIS 73.33 Course Outline as of Fall 2002

CATALOG INFORMATION

Dept and Nbr: CIS 73.33   Title: PAINTER
Full Title: Painter
Last Reviewed: 1/28/2002

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	0	4	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00   Total Student Learning Hours: 76.00

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 83.13A

Catalog Description:
An introductory class in Painter designed for the general computer user. This course explores the basic techniques of painting, including use of palettes, brushes, and paper textures. Topics such as selections, paths, masks, clones and layers are also introduced.

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:
Completion of CIS 73.11 (formerly CIS 82.3) or CIS 82.2A (formerly BDP 82.2A) and eligibility for ENGL 100 or ESL 100.

Limits on Enrollment:

Schedule of Classes Information:
Description: Introductory class in Painter designed for the general computer user with some computer graphics experience. Course explores the basic techniques of painting, including use of palettes, brushes, and paper textures. Masks, slections, paths, clones and layers are introduced.

(Grade or P/NP)
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: Completion of CIS 73.11 (formerly CIS 82.3) or CIS 82.2A (formerly BDP 82.2A) and eligibility for ENGL 100 or ESL 100.
Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

		Effective:	Inactive:
AS Degree:	**Area**	Effective:	Inactive:
CSU GE:	**Transfer Area**	Effective:	Inactive:
IGETC:	**Transfer Area**	Effective:	Inactive:
CSU Transfer: Transferable	Effective: Fall 1996	Inactive: Spring 2008	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Students will:
1. Describe the use of each of the Painter palettes
2. Create graphic documents utilizing basic Paint techniques
3. Given an effect, use different types of brushes to emulate the effect
4. Select parts of an image and create a selection path
5. Create a custom image hose
6. Create shapes and format with gradations, weaves, and patterns
7. Clone portions of a graphic
8. Apply special effects

Topics and Scope:

1. Introduction to Painter
   a. Identifying the elements of the screen
   b. Looking at Painter's palettes
   c. Introductin to menu commands
   d. Overview of tools
2. The Basics of Painter
   a. Using brushes and paper texture
   b. Default and special brushes
   c. Working with color
3. Selections and paths

    a. Defining a selection
    b. Working with selection paths
4. Floaters
    a. Creating a floater
    b. Modifying a floater
    c. Using the Image Hose
5. Shapes
    a. Creating shapes
    b. Modifying and formatting shapes
6. Fills
    a. Using colors, patterns, gradations and weaves
    b. Applying a fill
7. Introduction to Masks
8. Cloning
9. Special effects
    a. Surface Control commands
    b. Focus commands
    c. Esoterica commands
    d. Mosaics

Assignment:

The student will complete 5-10 on-line assignments in Painter integrating the outcomes and objectives previously stated.

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.

Homework problems, Quizzes	Problem solving 35 - 55%

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 - 60%

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

CLASS PARTICIPATION AND ATTENDANCE	Other Category 5 - 15%

Representative Textbooks and Materials:
"MetaCreations Painter 6: A digital Approach . . .", by Against the Clock group - Prentice Hall 2001