ART 84 Course Outline as of Summer 2005

CATALOG INFORMATION

Dept and Nbr: ART 84 Title: INTRO TO COMP ILLUS
Full Title: Introduction to Computer Illustration
Last Reviewed: 4/21/2005

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	17.5	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:	08 - May Be Taken for a Total of 6 Units
Also Listed As:	
Formerly:	ART 390.70

Catalog Description:
An introductory course in computer illustration. Postscript, high resolution graphics and type will be produced using Aldus Freehand on the Macintosh computer. Students should already be familiar with the Macintosh computer and digitizing scanners.

Prerequisites/Corequisites:

Recommended Preparation:
Art 18.1 (formerly Art 18A, Art 18, Art 70) or familiarity with the Macintosh computer.

Limits on Enrollment:

Schedule of Classes Information:
Description: Introduction to the creative potential of the most popular sophisticated Post-Script illustration program: Aldus Freehand. students should be familiar with the use of the Macintosh computer and digitizing scanners. Projects will involve drawing original images, creating graphics, and manipulating. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Art 18.1 (formerly Art 18A, Art 18, Art 70) or familiarity with the Macintosh

computer.
Limits on Enrollment:
Transfer Credit:
Repeatability: May Be Taken for a Total of 6 Units

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 principles of computer illustration emphasizing the use of high resolution scanners and printers
2. Use the computer, digitizers and postscript printers for professional results with both graphics and type
3. Develop a working vocabulary of terms of computer illustration, scanning and postscript printing
4. Examine and analyze good examples of computer illustration

Topics and Scope:

1. Apply theory of Postscript illustration to the Macintosh computer and Laserwriter
2. Create high resolution graphics and type using the computer, scanner and printer
3. Explore graphic and type elements separately and in combination
4. Analyze the work of other graphic designers using the computer

Assignment:

1. Simple tool uses
2. Combining tools for complex effects
3. Typography
4. Combining type and graphics
5. Digitizing techniques
6. Printing techniques and short cuts

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, PORTFOLIO	Skill Demonstrations 30 - 100%

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.

None	Other Category 0 - 0%

Representative Textbooks and Materials: