### **ART 18.1 Course Outline as of Fall 2005**

## **CATALOG INFORMATION**

Dept and Nbr: ART 18.1 Title: INTRO COMPUTER GRAP Full Title: Introduction to Computer Graphics in Art Last Reviewed: 3/25/1999

Units		Course Hours per Week		Nbr of Weeks	<b>Course Hours Total</b>	
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 18A

### **Catalog Description:**

Introduction to the computer as an image generation, processing and manipulation tool for artists. The computer as a device to assist creative thinking and visual editing.

### **Prerequisites/Corequisites:**

**Recommended Preparation:** Course Completion of ART 3

### **Limits on Enrollment:**

### **Schedule of Classes Information:**

Description: Intro to the computer as an image generation, processing & manipulation tool for artists. The computer as a device to assist creative thinking & visual editing. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Course Completion of ART 3 Limits on Enrollment: Transfer Credit: CSU;UC. Repeatability: 4 Times in any Comb of Levels

# **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

AS Degree: CSU GE:	Area Transfer Area	l		Effective: Effective:	Inactive: Inactive:
<b>IGETC:</b>	Transfer Area	l		Effective:	Inactive:
CSU Transfer	:Transferable	Effective:	Spring 1985	Inactive:	Fall 2010
UC Transfer:	Transferable	Effective:	Spring 1985	Inactive:	Fall 2010

## CID:

## **Certificate/Major Applicable:**

Certificate Applicable Course

# **COURSE CONTENT**

### **Outcomes and Objectives:**

- 1. Explore the computer as a tool for image and idea generation.
- 2. Integrate other art media with the products of the computer.
- 3. Become proficient with the computer to transform and edit visual ideas.
- 4. Assess computer art and its relationship to traditional forms.
- 5. Produce a series of original work using the computer which demonstrates both its functions and how they have been personalized.

## **Topics and Scope:**

- 1. Apply past image making experience to the challenge of the computer as an art making tool.
- 2. Create drawings, paintings and sculpture using the computer.
- 3. Investigate existing graphics software for art making usefullness.
- 4. Manipulate and process images from video input devices.
- 5. Assess the work of established computer artists for creative ideas.

## Assignment:

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

- 1. Shape and letterform permutations.
- 2. Scale and repetative pattern generation.
- 3. Illusion of three dimensions.
- 4. Use of video devices for digitizing images.
- 5. Integration of word and image.
- 6. Explore color through its addition on prints from the computer.
- 7. Sound creation and permutation with the computer.

## 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.

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

None

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

Class performances, Performance exams

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

None

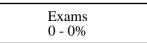
**Other:** Includes any assessment tools that do not logically fit into the above categories.

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

## **Representative Textbooks and Materials:**

The Painter 5 WOW! Book, Cher Threinen-Pendaris, Peach Pit Press ISBN 020169517, 1998 Fractal Design Painter 5 Complete, Karen Sperling, Winston Steward, IDG Books, ISBN 155828558X, 1997

Writing 0 - 0%
Problem solving 0 - 0%
Skill Demonstrations 10 - 30%



Other 70	Category - 90%	