ARCH 60 Course Outline as of Summer 2022

CATALOG INFORMATION

Dept and Nbr: ARCH 60 Title: DIGITAL GRAPHICS

Full Title: Digital Presentation Graphics

Last Reviewed: 2/6/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	2.00	Lecture Scheduled	1.50	17.5	Lecture Scheduled	26.25
Minimum	2.00	Lab Scheduled	1.50	6	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 52.50 Total Student Learning Hours: 105.00

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: ARCH 60A

Catalog Description:

An introduction to image editing and page layout digital tools, such as Adobe Photoshop and Adobe InDesign, for the creation of two-dimensional graphic presentation graphics for architecture, and/or interior design, and/or landscape architecture projects.

Prerequisites/Corequisites:

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100 and Course Completion of CS 5 (or CIS 5 or BDP 5 or BDP 51)

Limits on Enrollment:

Schedule of Classes Information:

Description: An introduction to image editing and page layout digital tools, such as Adobe Photoshop and Adobe InDesign, for the creation of two-dimensional graphic presentation graphics for architecture, and/or interior design, and/or landscape architecture projects. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Eligibility for ENGL 100 or ESL 100 and Course Completion of CS 5 (or CIS 5

or BDP 5 or BDP 51) Limits on Enrollment: Transfer Credit: CSU;

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: Transferable Effective: Summer 2009 Inactive:

UC Transfer: Effective: Inactive:

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

- 1. Design digital graphic presentations for architecture, and/or interior design, and/or landscape architecture projects
- 2. Prepare and produce physical documentation of the digital graphic presentations

Objectives:

Upon successful completion of the course, students will be able to:

- 1. Apply design principles, concepts, and methods to the development of presentation graphics for architecture, and/or interior design, and/or landscape architecture projects
- 2. Use digital tools in the page layout program to combine text and images
- 3. Use digital tools in the image editing program to edit text and images
- 4. Print digital projects and prepare for presentation
- 5. Orally present the finished projects and participate in critiques

Topics and Scope:

- 1. Introduction to presentation requirements
 - A. Identification of needed content
 - B. Role of color
 - C. Importance of text font and size
 - D. Visual hierarchy: role of images, titles, labels, and text in design
 - E. Establishment of presentation theme
- 2. Two-dimensional organization and design principles
- A. Organizational concepts such as: using alignments and grids, and balancing voids and solids
 - B. 2-D design principles such as: rhythm, harmony, contrast, balance, unity, repetition,

- anomaly, figure/ground, proportion, scale proximity and hierarchy
- C. Design elements such as: line, shape, space, tone, value, color, and texture
- 3. Image editing applied to architecture, and/or interior design, and/or landscape architecture projects
 - A. Principles and concepts of images and image editing
 - B. Program organization, command structure and tools
 - C. Image acquirement and scanning process
- D. Post-scan adjustments: color adjustment, sharpening, blurring, sizing, transforming and repair
 - E. Role of layers, channels, layer masks, clipping groups, and alpha channels
 - F. Working in image mode: highlights, shadows and midrange values
 - G. Manipulating selections and paths
 - H. Using multiple tools to create illusion of form, light and depth
- 4. Page layout applied to architecture, and/or interior design, and/or landscape architecture projects
 - A. Principles and concepts of page layout
 - B. Program organization
 - C. Command structure and tools
 - D. Specifying text
 - E. Creating and editing objects and layouts
 - F. Defining pages and their organization
 - G. Attaching text to paths and converting text to graphics
 - H. Importing graphics and images
 - I. Combining text, images, and graphic elements
 - J. Plan, elevations, sections, and details.
 - K. Legends, keynotes, and lists
 - L. Graphical symbols of important to presentation projects
 - M. Achievement of the presentation theme
 - N. Printing
- 6. Applications to architecture, and/or interior design, and/or landscape architecture projects
 - A. History of presentation graphics and historical graphic styles
 - B. Presentation graphics for client presentations
 - C. Presentation graphics for agency presentations
 - D. Presentation graphics for public presentations
 - E. Presentation graphics for design competitions
 - F. Color and material boards
- 7. Oral presentation and critique
 - A. Role of the critique
 - B. Preparation
 - C. Execution

All topics are covered in both the lecture and lab portions of the course.

Assignment:

- 1. Assigned reading (20-40 pages per week)
- 2. Digital graphic communication of architecture, and/or interior design, and/or landscape architecture projects, including oral presentations and critiques (1-4)
- 3. Quizzes (1-3)
- 4. Final exam or final project with oral presentation and critiques

Lab Assignments:

- 1. Page layout and image editing exercises (4-8)
- 2. Combined page layout and image editing projects (1-4)

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.

Page layout and image editing exercises

Problem solving 30 - 40%

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

Combined page layout and image editing projects

Skill Demonstrations 30 - 40%

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

Quizzes, final exam and/or final project presentation and critiques

Exams 10 - 20%

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

Oral presentations and critiques

Other Category 0 - 20%

Representative Textbooks and Materials:

Adobe Photoshop CC Classroom in a Book. Faulkner, Andrew and Chavez, Conrad. Adobe Press. 2015

Adobe InDesign CC Classroom in a Book. Anton, Kelly and Cruise, John. Adobe Press. 2015 Layout Workbook. Cullen, Kristin. Rockport Publishing. 2007 (classic) Instructor prepared materials