

ARCH 60 Course Outline as of Fall 2023**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:

In this course, students will utilize image editing and page layout digital tools, such as Adobe Photoshop and Adobe InDesign, to create digital presentation boards as typically used for architecture, interior design, and landscape architecture project presentations.

Prerequisites/Corequisites:**Recommended Preparation:**

Eligibility for ENGL 100 or ESL 100 and Course Completion of CS 5

Limits on Enrollment:**Schedule of Classes Information:**

Description: In this course, students will utilize image editing and page layout digital tools, such as Adobe Photoshop and Adobe InDesign, to create digital presentation boards as typically used for architecture, interior design, and landscape architecture project presentations. (Grade or P/NP)

Prerequisites/Corequisites:

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

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. Utilize industry standard tools, techniques, and effects for alterations to digital photographic images.
2. Utilize industry standard tools, techniques, and effects for combining text and graphics in a digital presentation format.
3. Produce digital graphic presentations as typical for architecture, interior design, or landscape architecture projects.

Objectives:

At the conclusion of this course, the student should 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 a page layout program to combine text and images.
3. Use digital tools in an image editing program to create and 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:

- I. Introduction to Presentation Board 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
- II. Two-dimensional (2D) Organization and Design Principles
 - A. Organizational concepts such as alignments, grids, balance, voids, and solids
 - B. 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

III. Image Editing Tools and Techniques

A. Principles and concepts of images and image editing

B. Software application organization, command sequence, and tools

C. Image acquirement and scanning process

D. Copyright considerations

E. Post-scan adjustments such as color adjustment, sharpening, blurring, sizing, transforming, and repair

F. Role of layers, channels, layer masks, clipping groups, blending, and alpha channels

G. Image editing modes for adjusting highlights, shadows, and midrange values

H. Object selection methods and manipulating selections

I. Using multiple tools to create illusion of form, light and depth

J. Effects such as drop shadow, glow, bevel, emboss, etc.

K. Vector path creation and editing for shapes, curves and lines

L. Printing

IV. Layout and Composition Tools and Techniques

A. Principles and concepts of page layout

B. Order and organization

C. Software application organization, command sequence, and tools

D. Specifying text settings

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 importance to presentation projects

M. Achievement of the presentation theme

N. Effects such as drop shadow, glow, bevel, emboss, etc.

O. Printing

V. Use of Presentation Boards in Professional Practice

A. History of presentation graphics and historical graphic styles

B. Use of presentation graphics for client presentations, agency presentations, public presentations, and design competitions

C. Color and material boards

VI. 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:

Lecture-Related Assignments:

1. Assigned reading (10-30 pages per week)

2. Image editing exercises (5-10)

3. Layout and compositing exercises (5-10)

4. Digital presentation design board assignments (2-4)

5. Quiz(zes) (1-3)

6. Final exam or final project with oral presentation

Lab-Related Assignments:

1. Image editing exercises (5-10)
2. Layout and compositing exercises (5-10)
3. Critiques presentation and participation (2-4)

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.

Image editing exercises; layout and compositing exercises

Problem solving
30 - 40%

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

Digital presentation design board assignments

Skill Demonstrations
30 - 40%

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

Quiz(zes); final exam or final project presentation

Exams
10 - 20%

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

Critiques presentation and participation

Other Category
0 - 20%

Representative Textbooks and Materials:

Adobe Photoshop Classroom in a Book. Faulkner, Andrew and Chavez, Conrad. Adobe Press. 2021.

Adobe InDesign Classroom in a Book. Anton, Kelly Kordes and DeJarld, Tina. Adobe Press. 2021.

Layout Workbook: Revised and Updated: A real-world guide to building pages in graphic design. Puhalla, Dennis and Cullen, Kristin. Rockport Publishing. 2018.

Instructor prepared materials