

APGR 61 Course Outline as of Spring 1996**CATALOG INFORMATION**

Dept and Nbr: APGR 61 Title: DIGITAL DESIGN

Full Title: Digital Design Production and Process

Last Reviewed: 3/27/1996

| 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 | 2.00 | 8 | Lab Scheduled | 16.00 |
| | | Contact DHR | 0 | | Contact DHR | 0 |
| | | Contact Total | 4.00 | | Contact Total | 32.00 |
| | | Non-contact DHR | 1.50 | | Non-contact DHR | 12.00 |

Total Out of Class Hours: 32.00

Total Student Learning Hours: 76.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

An intensive course designed to teach the graphic design student how to create effective graphic images and produce operative files for print production.

Prerequisites/Corequisites:

Course Completion of APGR 52A (or APGR 91)

Recommended Preparation:

Some design experience and/or FreeHand experience.

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

Description: An intensive course designed to teach the graphic design student how to create effective graphic images and produce operative files for print production. (Grade Only)

Prerequisites/Corequisites: Course Completion of APGR 52A (or APGR 91)

Recommended: Some design experience and/or FreeHand experience.

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: | Spring 1996 | Inactive: | Spring 2011 |
| UC Transfer: | | Effective: | | Inactive: | |

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The student will demonstrate:

1. Ability to work with FreeHand's tools and palettes.
2. Ability to create color designs (spot and 4-color process).
3. Ability to manipulate digitized images and fine tune typesetting.
4. Ability to create working files for service bureau output.

Topics and Scope:

Systematic exploration of the program as it relates to the graphic design field.

Lecture Schedule:

1. Overview of FreeHand's tool and palettes. Customizing preferences files.
2. Text features: colored and patterned type, type on a path, converting type to paths.
3. Type refinements: kerning, tracking and hyphenation, paragraph formatting, tabs, and paragraph rules.
4. Importing graphics: scanning, compatible graphics formats, troubleshooting.
5. Combining text and graphics, paste inside, text wrap.
6. Manipulating imported graphics: contrast, color, shade.
7. Overview of color: applying color, color systems, matching systems
8. Using spot color in documents.
9. Creating process color documents.
10. Process color separating: creating and proofing.
11. Preflighting files for service bureau output.

Assignment:

Projects:

Student will complete to finished output:

1. Logo design
2. Product label
3. 4-color Poster
4. Illustrated storybook

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.

Quizzes, Exams, PROJECTS

Problem solving
10 - 30%

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

PROJECTS

Skill Demonstrations
20 - 80%

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

Multiple choice, Completion, IN-CLASS PRACTICUMS

Exams
10 - 20%

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

None

Other Category
0 - 0%

Representative Textbooks and Materials:

"Real World FreeHand" by Olav Martin Kvern Peachpit 1994