

**APGR 52B Course Outline as of Spring 2003****CATALOG INFORMATION**

Dept and Nbr: APGR 52B Title: COMPUTER BASED DESIGN 2

Full Title: Computer Based Design 2

Last Reviewed: 10/7/2002

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.50	17.5	Lecture Scheduled	43.75
Minimum	3.00	Lab Scheduled	1.50	17.5	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 87.50

Total Student Learning Hours: 157.50

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: APGR 93

**Catalog Description:**

An intermediate course in the professional page layout application QuarkXpress and digital imaging program Photoshop, for the graphic designer. Emphasis will be placed on design principles, practical computer skills, and program operations. The student explores the features of QuarkXpress through a variety of design projects including: advertisements, self-promos, menus, forms, and newsletters.

**Prerequisites/Corequisites:**

Course Completion of APGR 52A ( or APGR 91)

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

Description: Intermediate level course for serious graphic designers, using QuarkXpress and PhotoShop. Program operations, design, type & images, styles, master pages & production output for print, & digital images for page layout. (Grade Only)

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

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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

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

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 1994	Inactive: Spring 2011
<b>UC Transfer:</b>		Effective:	Inactive:

**CID:**

**Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

**Outcomes and Objectives:**

Upon successful completion of the course the student will be able to:

1. Save and organize document files correctly.
2. Apply the design principles of proximity, alignment, repetition, contrast, readability, and legibility at an intermediate level to graphic design projects.
3. Integrate the design principles of depth, movement, rhythm, unity, and focal point into design projects.
4. Create multipage documents using intermediate-level applications of the following features: tabs and indents, style sheets, importing text with Xpress tags, paragraph spacing, text input and manipulation, character spacing, begier features, linking jumplines, and masterpages.
5. Create a newsletter exhibiting the following basic graphic elements: masthead, headlines, subheads, folios, bylines, photos, and captions.
6. Create documents applying these intermediate level type refinements: proofreading, widows/orphans, hyphenation, spell check, and find/change.
7. Create documents using "collect for output" that are suitable for output at the service bureau.
8. Utilize font management software to load and close fonts.
9. Employ trapping features in the creation of a graphics document.
10. Manipulate a color image that has been scanned into Photoshop.
11. Demonstrate a basic understanding of Photoshop duotone features by creating and saving dutones, loading duotone curves, and specifying duotones from a swatchbook.
12. Import duotones to Quark Xpress.
13. Separate files using Quark Xpress.

14. Import word files and format using QuarkXpress.

## **Topics and Scope:**

1. Review of basic Quark features
  - a. Document set up
  - b. saving files
  - c. text input and manipulation
  - d. paragraph spacing
  - e. character spacing
  - f. tabs and indents
  - g. style sheets
  - h. beziers features
2. Review of basic design features
  - a. proximity
  - b. design process and creativity, repetition, typography terminology measurement, classification, contrast, and alignment
3. Multiple pages
  - a. creating, moving, inserting, deleting, rearranging
  - b. importing text with Xpress tags
4. Importing word files and format using QuarkXpress
5. Newsletter design
  - a. The anatomy of a newsletter
  - b. Creating an effective newsletter
6. Masterpages
  - a. creating
  - b. manipulating
7. Reviewing
  - a. legibility
  - b. readability
8. Linking and jumplines
9. Typographical refinements
  - a. proofreading
  - b. widows/orphans, hyphenation
  - c. spell check
  - d. find/change
10. Collect for output and using the Service Bureau Review.
11. Working and printing in color
11. Trapping introduction
12. Font Technology
13. Review of PhotoShop features
  - a. tools
  - b. menus
  - c. palettes
  - d. layers
  - c. Selections
    1. working with the text tools
    2. working with the paint tools
    3. paths & clipping paths
    4. working with filters
14. Scanning and resolution revisited

15. Basic Photo set-up using PhotoShop
  - a. Cropping scaling
  - b. rotating
  - c. image correction
  - d. tone targeting.
16. Creating duotones in PhotoShop
  - a. Curves
  - b. saving with proper names
  - c. saving curve settings
17. Importing duotones to QuarkXpress
18. Separating your files

**Assignment:**

**Projects:**

1. Table tent (self-promo)
2. Ad design
3. Form design (using rules)
4. Newsletter (multi-page with images)

**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.

PROJECTS

Problem solving  
10 - 30%

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

PROJECTS

Skill Demonstrations  
50 - 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:**

QuarkXpress 4 Visual Quickstart Guide by Elaine Weinmann, Peachpit Press  
1998.

PhotoShop 6.0 Visual Quickstart Guide by Elaine Weinmann, Peachpit Press  
2000.