APGR 52D Course Outline as of Spring 2003

CATALOG INFORMATION

Dept and Nbr: APGR 52D Title: COMPUTER BASED DESIGN 4 Full Title: Computer Based Design 4 Last Reviewed: 7/22/2002

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 95

Catalog Description:

This course will offer advanced techniques for developing high-quality, multi-page documents using QuarkXPress & PhotoShop. Topics covered will include: advanced use of style sheets and master pages, typographic fine tuning, importing and manipulating images, defining spot and process colors, trapping, separating color designs, working with a service bureau and printer.

Prerequisites/Corequisites:

Course Completion of APGR 52C (or APGR 58)

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: Advanced techniques for developing high-quality, multipage documents using QuarkXPress & Photoshop. Topics include: advanced use of style sheets and master pages, typographic fine tuning, importing and manipulating images, defining spot and process colors, trapping, separating color designs, working with a service bureau and printer. (Grade Only) Prerequisites/Corequisites: Course Completion of APGR 52C (or APGR 58)

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Are	Effective: Effective:	Inactive: Inactive:		
IGETC:	Transfer Are	a	Effective:	Inactive:	
CSU Transfer	r: Transferable	Effective:	Fall 1991	Inactive:	Spring 2011
UC Transfer:		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. Generate complex multi-page documents using QuarkXpress.
- 2. Create color designs (spot and 4-color process).
- 3. Manipulate an image in Photoshop.
- 4. Modify and fine tune typesetting using Quark.
- 5. Use PhotoShop to create images for the web.

Topics and Scope:

- 1. Review of Quark's palettes.
- 2. Customizing preferences files
- 3. Newer features:
- a. Text to Box Customizing Typography
- b. Merge & split elements
- 4. Creating and using templates.
- 5. Using the Quark Library feature.
- 6. Developing complex style sheets.
- 7. Review paragraph formatting, indents & tabs.
- 8. Using paragraph rules to create tables and forms.
- 9. Developing master pages and document layout palettes.
- 10.Complex master pages; page numbers, creating headers and footers.
- 11.Copy Flow:
 - a. linking text
 - b. importing text,(from scans & other programs)
- 12. Multi-page documents (headers/footers, indexing, table of contents)
- 13. Customized hyphenation
 - a. keep lines/paragraphs together

- b. baseline grid
- 14. Find/change feature
- 15. Additional PhotoShop information:
 - a. Duotones, converting duotone to CMYK TIFFS
 - b. Matching color between Quark & PhotoShop, importing PhotoShop backgrounds.
 - c. Line art work manipulation in PhotoShop.
 - d. Type treatments in PhotoShop.
 - e. Using PhotoShop for layout
 - f. Images from PhotoShop.
- 16. Importing graphics
 - a. compatible graphics formats
 - b. troubleshooting
- 17. Combining text and graphics
 - a. anchored boxes
 - b. polygon runaround
- 18. Manipulating imported graphics
 - a. contrast
 - b. color
 - c. shade
- 19. Overview of color
 - a. applying color
 - b. color systems
 - c. matching systems
- 20. Creating images in PhotoShop for the web.
- 21. Using spot color in documents
- 22. Creating process color documents
- 23. Importing/converting color from other programs
- 24. Using Quark's trapping feature
- 25. Process color separating: creating and proofing
- 26. Introduction to the World Wide Web. Theory of electronic design
- 27. Converting Quark to html to create World Wide Web pages
- 28. Multimedia possibilities

Assignment:

Projects:

- 1. 10-up business cards
- 2. Book & cover design for a multi-page booklet
- 3. Multi-page book
- 4. Brochure design (including text and graphics) for color separation
- 5. Home page design for World Wide Web
- 6. Final Video Box

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.

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

PROJECTS

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

PROJECTS

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

Multiple choice, Completion, IN-CLASS PRACTICUMS

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

Attendance & participation.

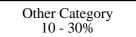


Writing

Problem solving 20 - 30%

Skill Demonstrations 10 - 50%

> Exams 10 - 30%



Representative Textbooks and Materials:

QUARKXPRESS BOOK by David Blatner, 4th Edition, Peachpit Press, 1995. QUARKXPRESS TIPS AND TRICKS, Peachpit Press, 1998. REAL WORLD PHOTOSHOP by David Blatner & Bruce Fraser, Peachpit Press, 2001.