

CATALOG INFORMATION

Dept and Nbr: GD 61

Title: COLOR IN DIGITAL WORLD

Full Title: Color in the Digital World

Last Reviewed: 8/31/2009

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	4	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:

Catalog Description:

An intensive course on how to set up and manipulate files as well as profile and calibrate equipment in order to obtain reliable color output for print design.

Prerequisites/Corequisites:

Course Completion of CS 70.1A ( or CS 70.11A or CIS 73.21 or CIS 73.31)

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:

Description: An intensive course on how to set up and manipulate files as well as profile and calibrate equipment in order to obtain reliable color output for print design. (Grade Only)

Prerequisites/Corequisites: Course Completion of CS 70.1A ( or CS 70.11A or CIS 73.21 or CIS 73.31)

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>			<b>Effective:</b>	<b>Inactive:</b>
<b>CSU GE:</b>	<b>Transfer Area</b>			<b>Effective:</b>	<b>Inactive:</b>
<b>IGETC:</b>	<b>Transfer Area</b>			<b>Effective:</b>	<b>Inactive:</b>
<b>CSU Transfer:</b>	Transferable	<b>Effective:</b>	Spring 2010	<b>Inactive:</b>	Fall 2014
<b>UC Transfer:</b>		<b>Effective:</b>		<b>Inactive:</b>	

### **CID:**

#### **Certificate/Major Applicable:**

Both Certificate and Major Applicable

## **COURSE CONTENT**

### **Outcomes and Objectives:**

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

1. Define the color spaces a graphics professional must work in, and outline the special concerns of each color space
2. Define how to create "color by the numbers"
3. Calibrate computer monitors, scanners, and other peripherals
4. Create color profiles for desktop computer systems
5. Operate color architecture in PhotoShop, InDesign, and Illustrator
6. Proof color on the desktop system
7. Use Camera Raw settings for color adjustments

### **Topics and Scope:**

1. Introduction to color management systems
2. Computers and color: defining the color space
3. Defining color management
4. Calibrating your equipment
5. Creating "color by the numbers"
6. Defining color profiles
7. Building and refining color profiles
8. Color management and the operating system; Macintosh and PC [personal computer]
9. The Adobe common color architecture: PhotoShop, Illustrator, and InDesign
10. Color management and the PDF [Portable Document Format]
11. Building color managed workflows
12. Proofing and color management
13. Using Camera Raw and color adjustments

### **Assignment:**

1. 30 pages of reading per week
2. Weekly 25-point quizzes over the reading material

3. Ten to twelve lab exercises with specified output demonstrating lecture concepts
4. Equipment evaluations
5. Midterm exam
6. Final exam

### 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 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.

Equipment evaluations; Quizzes

Problem solving  
20 - 40%

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

12 lab exercises with specified output

Skill Demonstrations  
20 - 40%

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

Weekly 25-point quizzes over the reading material;  
Midterm exam; Final Exam

Exams  
10 - 60%

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

Attendance and participation

Other Category  
0 - 15%

### Representative Textbooks and Materials:

Real World: Color Management, by Bruce Fraser, Christ Murphy, and Fred Bunting. Peachpit Press, Berkeley, California, 2005.