

CATALOG INFORMATION

Dept and Nbr: APGR 57 Title: TOOLS, METHOD & MAT
Full Title: Tools, Methods and Materials
Last Reviewed: 1/28/2002

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 92

Catalog Description:
A hands-on course concentrating on the application of basic mock-up techniques for the graphic designer. Students will learn how to use a variety of graphic tools, materials, and techniques to create professional quality design projects. Students have an opportunity to learn from demonstration and by application the basic methods of concept sketching, graphic collaging, texture creation, illustration techniques, and mock-up (comprehensive) techniques.

Prerequisites/Corequisites:

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: A hands-on course concentrating on the application of basic mock-up techniques for the graphic designer. Student will learn how to use a variety of graphic tools, materials & techniques to create professional quality design projects. (Grade Only)
Prerequisites/Corequisites:

Recommended:
 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:	Fall 1991	Inactive:	Summer 2011
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:
 Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

- Upon successful completion of this course the student will be able to:
1. Differentiate among a variety of substrates and apply them effectively for design projects.
 2. Create various textures using alcohol based inks, watercolors, airbrush, verdigris, crackle varnish, acrylic mediums and use them effectively to produce a collage illustration.
 3. Generate varnish simulations using the copy machine.
 4. Conceive and produce simple, stylized graphic illustrations using scratchboard, linocuts, pastels, colored pencils, stamping, cel paints, and claymation techniques.
 5. Develop concept sketches for thumbnails and roughs using markers and colored pencils.
 6. Construct mock-ups (comprehensives) illustrating specialty processes such as embossing, foil stamping, die cutting, and thermography.
 7. Produce 3-D mock-ups and pop-ups demonstrating an ability to cut precisely, score carefully, and use adhesives effectively.
 8. Fabricate handmade paper to be used in creating collage illustrations and background textures.
 9. Conceive and produce images using hand-done lettering techniques such as brush lettering, custom transfers, torn paper, and gold leafing.
 10. Design and produce stylized illustrations, incorporating the principles of simplification and exaggeration.
 11. Conceive graphic design projects inspired by a variety of outside resources.
 12. Develop methods of organizing and recording design ideas by using journaling techniques.
 13. Put into a list the steps involved in the book binding process and

identify the most common styles of binding.

Topics and Scope:

1. Where to look for Great Ideas.
2. Creating Effective Concept Sketches
3. How to Recognize Surfaces for Design
4. How to Use Collage in the Design Arena
5. Making Your Own Textures
6. The Graphic Style: Stylizing your images.
7. How to Make Paper.
8. Creating Unique Type.
9. Creating Watercolor Textures.
10. Printmaking and Stamping for the Designer.
11. Using Your Laser printer, Inkjet printer and Color copy machine.
12. Animation Cel paints.
13. 3-D Mock Ups.
14. Book Binding Techniques.
15. Drawing Tips for the Graphic Designer.
16. Using Colored Pencils
17. Using Scratchboard.
18. Inking Tools for Design
19. How to Comp Specialty Process
20. How to Create Pop-Ups.

Assignment:

PROJECTS:

1. Create a 15-page journal illustrating design solutions.
2. Create an illustration for a jazz event poster using collage techniques and original textures.
3. Create a claymation self portrait illustrating the use of simplification and exaggeration.
4. Create a set of greeting cards in a hand-built packet exhibiting a sampling of techniques demonstrated.

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/GRAPHIC ASSIGNMENTS

Problem solving
10 - 30%

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

PROJECTS/WORKBOOK

Skill Demonstrations
30 - 60%

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

Completion

Exams
10 - 20%

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

IN-CLASS PRACTICUM

Other Category
10 - 20%

Representative Textbooks and Materials:
Department Syllabus.