ART 18.1 Course Outline as of Fall 1999

CATALOG INFORMATION

Dept and Nbr: ART 18.1   Title: INTRO COMPUTER GRAP
Full Title: Introduction to Computer Graphics in Art
Last Reviewed: 3/25/1999

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.00	Lab Scheduled	4.00	1	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00   Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 08 - May Be Taken for a Total of 6 Units
Also Listed As:
Formerly: ART 18A

Catalog Description:
Introduction to the computer as an image generation, processing and manipulation tool for artists. The computer as a device to assist creative thinking and visual editing.

Prerequisites/Corequisites:

Recommended Preparation:
Course Completion of ART 3

Limits on Enrollment:

Schedule of Classes Information:
Description: Intro to the computer as an image generation, processing & manipulation tool for artists. The computer as a device to assist creative thinking & visual editing. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Course Completion of ART 3
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: May Be Taken for a Total of 6 Units

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:	Inactive:
AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Spring 1985	Inactive:	Fall 2010
UC Transfer:	Transferable	Effective:	Spring 1985	Inactive:	Fall 2010

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
1. Explore the computer as a tool for image and idea generation.
2. Integrate other art media with the products of the computer.
3. Become proficient with the computer to transform and edit visual ideas.
4. Assess computer art and its relationship to traditional forms.
5. Produce a series of original work using the computer which demonstrates both its functions and how they have been personalized.

Topics and Scope:

1. Apply past image making experience to the challenge of the computer as an art making tool.
2. Create drawings, paintings and sculpture using the computer.
3. Investigate existing graphics software for art making usefullness.
4. Manipulate and process images from video input devices.
5. Assess the work of established computer artists for creative ideas.

Assignment:

Various image making and altering exercises which explore major visual principles including:
1. Shape and letterform permutations.
2. Scale and repetative pattern generation.
3. Illusion of three dimensions.
4. Use of video devices for digitizing images.
5. Integration of word and image.
6. Explore color through its addition on prints from the computer.
7. Sound creation and permutation with the computer.

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.

None

Problem solving
0 - 0%

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

Class performances, Performance exams

Skill Demonstrations
10 - 30%

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

None

Exams
0 - 0%

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

A PORTFOLIO OF COMPLETED WORK WILL BE MAJOR BASIS FOR COURSE GRADE. OTHER FACTORS INCLUDE: ATTENDANCE, EFFORT, GROWTH, AND CLASS PARTICIPATION

Other Category
70 - 90%

Representative Textbooks and Materials:
The Painter 5 WOW! Book, Cher Threinen-Pendaris, Peach Pit Press
ISBN 020169517, 1998
Fractal Design Painter 5 Complete, Karen Sperling, Winston Steward,
IDG Books, ISBN 155828558X, 1997