Master Course Syllabus

Course Discipline and Number: ART 270　　　　　　　　　　**Year: 2019-2020**

Course Title: Computer Graphics I　　　　　　　　　　　　**Credit Hours: 3**

Attendance Policy: *To maintain good grades, regular attendance in class is necessary. Absence from class is considered a serious matter and absence never excuses a student from class work. It is the responsibility of all instructors to distribute reasonable attendance policies in writing during the first week of class. Students are required to comply with the attendance policy set by each of their instructors. Students are not penalized if they are unable to attend classes or participate in exams on particular days because of religious beliefs, in accordance with Chapter 161, Section 224-a of the Education Law of the State of New York. Students who plan to be absent from classroom activity for religious reasons should discuss the absence in advance with their instructors. See college catalog for more information.*

Services for Students with Disabilities: *It is the College's policy to provide, on an individual basis, reasonable accommodation to students with disabilities, which may affect their ability to fully participate in program or course activities or to meet course requirements. Students with disabilities should contact the Coordinator of Access and Equity Services, to discuss their particular need for accommodations. All course materials are available in alternate formats upon request.*

Course Description

This course introduces the essential elements required to proficiently create raster and vector graphics using computer software. The student learns to apply compositional, stylistic, and conceptual solutions to computer graphics, and masters at least two software applications. Students study professional work in the graphics fields in order to explore various aesthetic choices and techniques. ART 270 fulfills the SUNY General Education requirement in The Arts. Prerequisites: ART 109; ENGL 099 or prior completion or concurrent enrollment in ESL 120, 121, and 122 (or prior completion of ESL 103) and MATH 090 and RDNG 116 if required by placement testing. 3 Cr. (2 Lec., 2 Lab.) Fall semester.

Course Context/Audience

This course is required for students in the Graphic Design A.S. program. ART 270 fulfills the SUNY General Education requirement in The Arts. Students are required to work on projects outside of class using specific software to create vector and raster graphics.

Basic Skills/Entry Level Expectations

Writing:　　W2　　Student should have completed ENGL 099 (if needed). The course requires short written responses and/or short papers without documentation, particularly personal reflection or narrative.

Math:　　　M2　　Completed MATH 090 (if needed) - Course requires only the use of basic mathematical skills.

Reading:　　R4　　RDNG 116 if required by placement testing.

Course Goals

By successfully completing this course, the student will:

1. create graphics proficiently using raster and vector software. Professional conventions such as non-destructive editing techniques, file management, and proper file creation management techniques are stressed.
2. employ various file formats correctly.

3. demonstrate proficiency in creating graphics that are well crafted and exhibit strong visual communication through the use of concept, style, color, hierarchy, and composition.
4. develop a better understanding of aesthetics by researching and exploring tutorials, styles, applications, techniques, and both computer and traditional graphic works.
5. be able to discuss, analyze, and critique visual works including their own assignments, and the work of their peers
6. be familiar with various traditional graphics techniques in conjunction with computer software.

Course Objectives/Topics

Objective/Topic
1. Proficiency in vector and raster file creation software
2. Visual communication through graphics using content, concept, style, color, hierarchy, and composition
3. File management and file creation techniques
4. Graphics file format uses
5. File management
6. Analyzing graphic work
7. Digital craftsmanship
8. How graphics are utilized in design

General Education Goals - Critical Thinking & Social/Global Awareness

CRITICAL THINKING OUTCOMES	HOW DOES THE COURSE ADDRESS THE OUTCOMES (Include required or recommended instructional resources, strategies, learning activities, assignments, etc., that must or could be used to address the goal/outcomes)
Students will be able to ➢ develop meaningful questions to address problems or issues. ➢ gather, interpret, and evaluate relevant sources of information. ➢ reach informed conclusions and solutions.) ➢ consider analytically the viewpoints of self and others.	Students will analyze the work of professionals to begin to understand what makes a design successfully communicate and achieve visual unity. They will be given examples of professional work that shows the designer's process from concept development to the final piece. They will apply these analytical techniques to their own work, and the work of peers. They will track their development process and explore various principles and elements online in the form of a blog of other web resource.

SOCIAL/GLOBAL AWARENESS OUTCOMES	HOW DOES THE COURSE ADDRESS THE OUTCOMES (Include required or recommended instructional resources, strategies, learning activities, assignments, etc., that must or could be used to address the goal/outcomes)
➢ Students will begin to understand how their lives are shaped by the complex world in which they live. ➢ Students will understand that their actions have social, economic and environmental consequences.	Not addressed.

Instructional Methods

Methods of Assessment/Evaluation

Method	% Course Grade
• Raster and vector course assignments	50%
• Process documentation and concept exploration (online form such as blog)	15%
• In-Class Exercises	10%
• In-Class participation in critiques, course work progress, and demonstrations.	10%
• Exam/Quizzes	15%

Text(s)

REQUIRED: Relevant textbook of choice that explores the concept of utilizing raster and vector tools to create computer graphics. This is not to be a book about a specific version of the software programs.

RECOMMENDED: WOW, REAL WORLD, or Visual Quick Start series books on software and online tutorials

Bibliography

1. Vector Basic Training (w/Access) Edition: 2nd, V. Glitschka, © 2016 Pearson. **ISBN:** 9780134176734
2. Photoshop Masking & Compositing, K. Eismann, 2nd edition, © 2012 Addison Wesley. **ISBN-13:** 9780321701008

Other Learning Resources

Audiovisual: Online tutorials	
Electronic: Online tutorials	
Other	