advanced comp.graphics

ART302

prerequisites

Computer Graphics

WI standards

1(A): *Visual Memory & Knowledge*
    (A.12.2)
2(B): *Art & Design history,*
citizenship, and environment
    (B.12.6)
3(C): *Visual Design and Production*
    (C.12.2; C.12.10)
5(E): *Visual Communication and*
Expression
    (E.12.2; E.12.3)
6(F): *Visual Media & Technology*
    (F.12.2; F.12.6; F.12.7)
7(G): *Art & Design Criticism*
    (G.12.1)
8(H): *Visual Thinking*
    (H.12.5)
9(I): *Personal & Social Development*
    (I.12.7)
11(K): *Making Connections*
    (K.12.4)

course outline

PS advanced filters
PS objects manipulation
PS space manipulation
IL advanced shape manipulation
IL advanced gradients
Bitmap + Vector
Infographics
Typography
Desktop publishing
Flash animation
InDesign publishing
AfterEffects video graphics
Web portfolio

important dates

term 1: Sept.3 - Oct.11

term 2: Oct.14 - Nov.26

term 3: Nov.22 - Jan.24

term 4: Jan.27 – March 6

term 5: March 8 – Apr.24

term 6: Apr.27 – June 10

instructor

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This is a full year course for students, who are interested in improving their artistic and design skills.

In addition to working with Adobe software (PhotoShop, Illustrator, InDesign, Flash, AfterEffects, etc.), students will develop strong visual skills, learn the beauty of typography, understand the process of publishing, desktop publishing, product development, and web design.

All the above skills can be applied to a future career as a graphic artist/designer, and are very desired by employers in any career field. .

final exams:

There are final exams at the end of each semester. By that time all assignments should be completed.
    Semester 1: digital portfolio
    Semester 2: digital portfolio + skill assessment assignment

skills taught (outcomes):

software: Adobe Photoshop tools, bitmap image editing, restoring and enhancing photographs, manipulating images, Adobe Illustrator tools, vector graphics creating & editing, using Adobe InDesign for publishing, intro to AfterEffects video graphics
design: digital imaging, vector vs. bitmap, design basics, typography, desktop publishing
practical skills: design problem solving, critique and analysis, visual communication and expression, design applications

grading:

Art classes grades are based on skills and performance.
Full credit will be given to all correctly FINISHED assignments turned in on time. Students must follow the teacher's instructions to fulfill project requirements. Grading requirements and rubric will be explained at the beginning of each project.
    Formative assessment measures student skill growth. Studies, studio work, and practice are considered to be a formative assessment and are worth 20% of the semester grade.
    Summative assessment measures student performance. Completed artwork is considered a summative assessment. Summative grades are worth 80% of the semester grade.
NOTE: Unless an assignment specifically requires copying, it will be interpreted in the same manner as plagiarism and is not acceptable.

art department expectations:

Food, drinks, candy, gum are not allowed in the Graphics lab.
Be in the room before the bell rings. Dropping your stuff and leaving would not qualify you as being on time.
Sit at your assigned seat.
Talk quietly with students next to you.
If you must swear, or use crude/vulgar language, please do it elsewhere. Thanks…
Encourage your fellow classmates in a positive way… Treat them fairly and nicely.
You are responsible for cleaning your work area. I am not going to do it for you..

due date policy

Assignments must be completed according to times/dates as noted when assignment is given.
Assignments will not be accepted after the last day of each six-week grading term.