computer graphics

ART202

1/2 credit

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

Digital Images
Photoshop Basics
Use PS to solve problems
Intro to InDesign
Illustrator Basics
Use IL to solve problems

important dates

term 1: Sept.3 - Oct.11

term 2: Oct.14 - Nov.26

term 3: Nov.22 - Jan.24

instructor

J. Kunstler
kunstlerj@wilmoths.k12.wi.us
room 219

juliannakunstler.com/cgr.php

This course is designed to provide an opportunity for students to explore the possibilities of using technology in a contemporary art and design field and learn to enhance and manipulate photographs.
Students will receive basic training in software and peripherals with which professional digital artists and designers must be familiar: Adobe Photoshop, Adobe Illustrator, and Adobe InDesign.
Students will learn the design process, which can be applied in any field of post-secondary study.
Any student considering an art and design career will find this course extremely valuable..

final exams:

By the end of the semester, all assignments should be completed. You will be given time to work on your Final Projects in class. There are two parts:
> part 1: Solve a problem using Adobe Photoshop
> part 2: Solve a problem using Adobe Illustrator

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
design: digital imaging, vector vs. bitmap, design basics, typography
practical skills: design problem solving, critique and analysis, visual communication and expression

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.
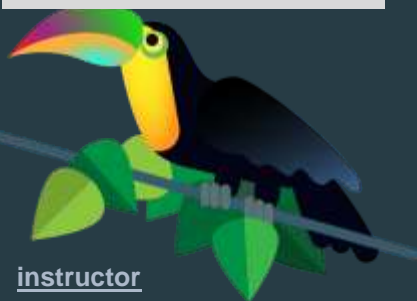Sit at your assigned seat.
Talk quietly with students next to you.
If you must swear, or use crude/vulgar language, please do it elsewhere. Thanks…
Encourage your fellow classmates in a positive way… Treat them fairly and nicely.
You are responsible for cleaning your work area. I am not going to do it 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.