Syllabus

ART 181 - Computer Graphics
Spring Semester 2009, Mendocino College, Ukiah, CA
Instructor: Marc Carson
Consultation times: during lab of class, via email, online forum (web address below) or by pre-arranged phone appointment
Phone: 707-217-9451, email: marcc@friendlyskies.net

Class website: http://www.marccarson.com/art181

Section 4076; Room 1270, McMillan Hall
Units: 1.5; 1 hour lecture / 2 hours lab per week (approximately)
Credit: Grade or Credit / No Credit
Schedule: Tuesday nights from 6:00 – 9:00 pm

January 20 through May 19, 2008 on the following Tuesdays:
January 20, 27
February 3, 10, 17, 24
March 3, 10, 17, 24, 31
April 7, 21, 28
May 5, 12, 19

Holidays:
April 14 – Spring Break – No Class

Materials Fee: $10.00

Required Text (at bookstore):
Adobe Illustrator CS3 Classroom in a Book

Supplies Needed:
Note taking equipment (binder, paper, pen)
Digital Storage disks (Re-writeable CD's or portable USB drives).

Course Description
Learn how to apply basic design principles to computer graphic projects. Learn and utilize basic principles of typography into your graphics projects. Use graphic software in combination with scanners, digital cameras, typography and other graphic elements and tools. Produce effective graphic design projects for web pages, digital and/or print media, and create original artwork.

Course Overview
Instructor will lecture at the beginning of most classes on various topics, some from the current chapter focus of the textbook. Students will use the remaining lab time to work their way through the textbook and/or projects, with individual tutoring available from the instructor during class time. Special focus topics will include: fundamentals of scanning, digital cameras, typography, and graphic design principles. Individual projects will be assigned for mid-term and the final which students can work on during lab time or outside of class. On project due dates, student projects will be presented to the class for discussion and feedback.

Course Objectives
- Demonstrate a basic understanding of industry standard computer graphics software.
- Prepare and design elements of graphic products using software and hardware.
- Apply traditional design skills and basic graphic design principles to computer graphic projects.
- Demonstrate a basic understanding of typography, print, and web technologies.
- Communicate with clients and printers regarding computer graphic projects.

Class Policies
Attendance is important, especially in graphics classes. You will be lost if you miss too many classes, as they build upon each other. No students will be allowed to enroll after the first two weeks.

Students may be absent up to three times **total** throughout the semester without penalty provided all missed tests are made up, projects are completed on time, and the student shows a grasp of the material missed during lecture in their project and exam results. More than three absences will result in being dropped from the course.

The final exam may NOT be made up if missed. Late projects and missed quizzes may be made up provided arrangements are made with the instructor.

Lectures will start promptly at 6:05. It is ***very disruptive*** to the class to walk in late in the middle of a lecture, and leaves the tardy student at a disadvantage. If you are unavoidably late, please enter the classroom with a minimum of disruption to the class in progress. Two tardies will count as one absence.

Use of Class Equipment & Materials: Color printing is expensive and should be used only for final printouts when working on projects. The black and white printers can be used for developing concepts up to the final printouts. The use of printers are for class-related work only. No personal projects are allowed. Excessive use or personal use of the printer can result in being dropped from the class. If you have a project that you feel justifies a quantity of color prints, please clear it with the instructor first.

All computers are equipped with Internet access, and the class website is used frequently during lectures and for student assistance and research. Some assignments will require Internet research as well. However, this does not mean that any student should be "surfing" the net during class time. Use of the Internet for personal reasons, including checking personal email, ***is not allowed.*** Lab time in the class is for working on class projects only.

Class will start with the lecture, then we'll have a break, and after that begins the lab portion of the class. Lab time is for working on class projects and your chance to receive individual assistance from the instructor. If you are caught up on your work, you can leave early but please check in with the instructor.

Peripheral Devices

Cell phones: Please make sure that your cell phones are turned off before you arrive in the classroom. If you need to make a call, you can do so at break time.

Headphones/iPods: Listening to music is not allowed during lecture for obvious reasons. However, if you would like to listen to music (quietly) with the use of headphones during the lab portion of the class, it's okay. If you are going to play music while you work, please don't play it so loudly it annoys other students.

Grading System / Learning Assessment
Grading is based on a total score of 350 points, distributed as follows:

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310  –   350  =   A
280  –   309  =   B
240  –   279  =   C
200  –   239  =   D
0    –   199  =   F
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Points earned are broken down into two categories: Tests & Assignments

TESTS		ASSIGNMENTS	
Design Principles	20	Image/Chapter Challenge	20
Principles of Typography	20	Image/Chapter Challenge	20
		Image/Chapter Challenge	20
Final Exam	<u>70</u>	Image/Chapter Challenge	20
		Image/Chapter Challenge	20
		Image/Chapter Challenge	20
	110	Image/Chapter Challenge	20
		Mid-Term Project	50
		Final Project	50
		Week Sixteen – Last class & Final	<u> </u>
			240

Poor attendance will be factored into your grade at the instructor's discretion

Exams
Tests will be composed of a combination of multiple choice, true and false, fill-in-the-blank questions and/or short essay questions. The Final Exam will also include hands-on Illustrator work which will be done in class.

Outside Assignments
It is assumed students will be doing part of their work outside of class time, especially on projects. Students without access to computer equipment and software at home may use computer facilities on campus outside of class time, or they may opt to make their project a research paper on a topic of their choice related to the material, provided they clear it with the instructor first.

Copyright Issues & Plagiarism
In an era of ease of transmission of digital images, it is especially important that students understand the issues around copyright when working with Photoshop and Illustrator. All images and artwork created by students and turned in for their projects is assumed to be their original work or within their right to use for such purposes. Any research papers are assumed to be original material of the students, with proper citation for any sources. Use of unauthorized copyrighted material or use of sources without proper citation, especially if such work is improperly attributed to the student, can result in failure in or dismissal from class.

Use of Computers

Deep Freeze: College computers for student use are equipped with a software utility called "Deep 'Freeze" to protect the hard drive from corrupted files or changes to programs. Once the computer is shut down and/or restarted, the hard drive reverts to its basic setup no matter what changes have been made to the setup during student work time. Essentially this means: DO NOT work from files saved on the hard drive and do not save work on the hard drive or the files will be lost if the computer crashes and you have not saved it onto a CD or memory stick. While working on files, saving them on the network is good to start, but might be slow for working on open files. Students can work from CD or memory sticks for faster computer response.

Set-up / Clean-up: At the beginning of class, students will log-in to their computers to access their password-protected directory where their working and final files are stored. At the end of class, students should log-out of their computers. Otherwise, anyone using the computer afterward will have access to that student's files.

Accessing student folders and resource folders through the server

Guests: Guests (or students not yet enrolled) may use *room1270* and *room1270* for username and password.

Instructor Folder: Students store work in progress and finished work in their individual folders located within the instructor's folder. The instructor will have access to student's work there. Whenever you'd like something to be graded, you will place it in your "Finished Work" folder and when the Instructor is done grading it, you will find it in the same folder, with a grade/point notation included in the file, or in a document with a name similar to the file you submitted.