Spring 2006

I. Course Name: **Computer Imaging**
Course Prefix and Number: **ART 115**
Credit and Contact Hours: **3 credit hours - 4 contact hours**
Catalog Description:

An introduction to techniques for creating computer generated imagery for commercial and fine art. Hands-on experience with drawing and design packages for the non-programmer.

II. Course Outcomes and Objectives:

The student will become familiar with, and skilled in current digital practices as they apply to computer imaging. The student will develop aesthetic as well as application based skills necessary in the field. The student will be exposed to current developments as well as historical perspectives of the digital arts and be able to identify and create vector and pixel based art. While doing so he/she will develop flexibility and personal conceptualization skills in both digital and print mediums.

Student Learning Outcomes:

1. Demonstrate basic understanding and use of current vector and pixel based applications
2. understand the importance of color space and file formats
3. basic understanding of the Macintosh operating system
4. Understand basic scanning/ image capture strategies; both a developmental tool and for image reproduction/creation
5. Become familiar with and be able to address intellectual and visual unity
6. Understanding of effective composition and development of their own style
7. A greater understanding and a skill set developing computer imagery

Relationship to Academic Programs and Curriculum:

This course provides a basic, practical experience in the development of computer generated imagery for use in the graphics environment and the arts.

College Competencies Addressed in this Course:

Oral Communications	Reading
Mathematics	Computer Literacy
Professional Competency	Problem Solving
Ethics/Values	Information Resources.

III. Methods of Instruction

Lectures, demos, critiques (group and individual), student projects

Assessment Measures:

The production of a portfolio based on course goals and objectives will be used to assess the students' understanding and abilities.

Student Activities:

1. Three (3) projects based on current industry trends
2. Tutorials of vector and bitmap applications
3. Sketchbook assignments based on enhanced creativity.
4. Completion of 3 finished portfolio pieces.
5. In class critiques of all projects

IV. General Outline of Topics:

I. Tutorials
- Mac Operating Systems
- vector application
- pixel based application

II. Vector / Type design
- Design principles
- Grid structure
- Typography
- Vector illustration

III. Vector Imagery
- Bitmap vs. Vector
- Vector concepts and considerations
- Color – developing a CMYK palette
- Typography
- Printing / Mounting

IV. Bitmap imagery
- Bitmap vs. Vector
- Bitmap concepts and considerations
- Color – working color vs. printing color
- Printing / Mounting