Syllabus

ART 115 Computer Imaging

General Information

Date  May 3rd, 2019
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Department  Visual and Performing Arts
Course Prefix  ART
Course Number  115
Course Title  Computer Imaging

Course Information

Catalog Description  Students get an in-depth look at image-making from the perspective of creating art using vector based and pixel based programs. Students express themselves from brainstorming through to thumbnail sketches. Students get comfortable in a desktop environment and are taught best practice for file directory building and selection of applications appropriate to the project being created. Students develop a practice using the tools necessary for a graphic designer including scanning, printing, image manipulation, vector drawing and the preparation of files for presentation.

Credit Hours  3
Lecture Contact Hours  4
Lab Contact Hours  0
Other Contact Hours  0
Grading Scheme  Letter

Prerequisites

None

Co-requisites
First Year Experience/Capstone Designation

This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.

SUNY General Education

This course is designated as satisfying a requirement in the following SUNY Gen Ed category
The Arts

FLCC Values

Institutional Learning Outcomes Addressed by the Course
Vitality, Inquiry, Perseverance, and Interconnectedness

Course Learning Outcomes

1. Recognize the language used to assess digital files and works of art.
2. Distinguish specifications as they pertain to the creation of digital files
3. Create balanced and personally informed artwork utilizing key design principles.
4. Speak to the visual and intellectual concepts of printed work to effectively communicate in formal presentation

Outline of Topics Covered

I. Mac Operating Systems
II. Vector Applications / Type design
   • Design principles
   • Grid structure
   • Typography
   • Printing Black and White
III. Vector Illustration
   • RASTER vs. Vector
   • Rendering in a Vector environment (focus on pen tool)
   • Color – developing a CMYK/ RGB palette
   • Type as an Illustrative element
IV. Pixel based Applications
   • Pixels vs. Vectors
   • Pixel based concepts and considerations
   • RGB vs. CMYK

V. Bitmap Image Development
   • Resolution
   • Color Correction
   • Manipulation of imagery
   • Blending of images
   • Printing Color / Mounting

Program Affiliation

This course is required as a core program course in the following program(s)
AAS Graphic Design