SOUTHEAST COMMUNITY COLLEGE
DIVISION OF ARTS AND SCIENCES
Graphic Design | Media Arts Program
Revision Date: 07-01-23
Syllabus Statements

I. **CATALOG DESCRIPTION**

Course Number: GDMA1234
Course Title: Computer Graphics II
Prerequisite(s):   GDMA1122, GDMA1126, GDMA1136
Catalog Description: Computer Graphics II focuses on digital illustration, advanced layout methods, and color and image manipulation. Students work with Adobe InDesign, Adobe Photoshop, and Adobe Illustrator. Projects include photo retouching, photo color correction, illustration, and creating infographics. Emphasis is placed on color as a tool for use in RGB and CMYK color applications for the graphic designer.

Credit Hours: 3
Class Hours: 30
Lab Hours: 54
Total Contact Hours: 84

II. **COURSE OBJECTIVES:** *Course will:*

A. Introduce Adobe Photoshop, its interface, proper usage, tools, and features, as well as keyboard shortcuts, and demonstrate Photoshop topics such as smart objects, filters, Camera Raw, working with layers, pixel-based animation, and blending modes.

B. Focus on photo editing, manipulating, color correction, and creating composites within Adobe Photoshop.

C. Expand upon students' knowledge of Adobe Illustrator by exploring advanced vector creation, additional drawing modes and tools, and color separation for screen printing.

D. Expand upon students' knowledge of Adobe InDesign by exploring advanced layout, publication design, and implementing character and paragraph styles along with master pages.

E. Examine how to use color in an expressive/emotive way and how humans perceive color.

III. **STUDENT LEARNING OUTCOMES AND GENERAL EDUCATION LEARNING OUTCOMES:**

A. Student Learning Outcomes: *Student will be able to:*

1. Identify all pertinent shortcuts and demonstrate efficient methods of using necessary tools in Photoshop, Illustrator, and InDesign.

2. Modify photographs through Photoshop using proper color correction and color grading.

3. Create photographic composites using blending modes, layers, and layer masking.

4. Assess the best method to draw, create paths, and modify strokes, fills, color, scale, and perspective for various styles and expressive communications within Illustrator.

5. Use and place linked/embedded images within Illustrator and InDesign.

6. Create color separations within Illustrator.

7. Manage type formatting using Character and Paragraph Styles, create annotations, and use and manage Master Pages for multi-page layouts in InDesign.

        8.   Demonstrate an understanding of warm and cool colors, harmonious colors, values, and chromatic scales.

        9.   Define and design using monochromatic, analogous, complementary, triadic, and split complementary colors.

        10.   Create an animated GIF.

    B.   General Education Learning Outcomes (GELOs)

        1.   GELO #6: Career and Life Skills

              Outcome 4: Use digital technology effectively to access, manage, integrate, evaluate, and present information.

IV.   CONTENT/TOPICAL OUTLINE

    A.   Review of Adobe Illustrator and InDesign
    B.   Introduction to Photoshop
    C.   Intermediate to Advanced InDesign
    D.   Intermediate to Advanced Illustrator
    E.   Basic and Intermediate Photo Editing
    F.   Photo manipulation techniques
    G.   Infographic creation

V.   INSTRUCTIONAL MATERIALS

    A.   Required Text(s): none
    B.   Other Resources: Handouts: worksheet, tutorial, assignment, and project

VI.   METHODS OF PRESENTATION/INSTRUCTION

    A.   Methods of presentation typically include a combination of the following:

        1.   On-screen presentations, demonstrations, guided tutorials, and lecture
        2.   Worksheets, charts, tutorials, projects/assignments
        3.   One-on-one teaching and assistance
        4.   Team teaching
        5.   In-class exercises and activities
        6.   Presentations by design professionals/employers
        7.   Videos
        8.   Field trips

VII.   METHODS OF EVALUATION

    A.   Methods of evaluation, although determined by the individual instructor, traditionally include a combination of the following:

        1.   Adherence to deadlines and completion of all assignments, exercises, worksheets, tests, quizzes, tutorials, and/or daily assessments.

        2.   No late assignments will be accepted; no exception will be made. All assignments turned in past the scheduled deadline will result in a grade of failing (F) and will not be eligible for further revision. Please refer to the Course Information Document for attendance, submission, revision, extra credit, and missed exercises and quizzes policies.

        3.   Students must submit their own work. Cheating on any assignment, exercise, tests, quizzes, tutorial, and/or daily assessment will result in a failure of that assignment with no possibility of revision (if applicable). Multiple instances will result in a failure of the course and may be grounds for disciplinary action or dismissal from the program.

4. Compliance with all Policies. For all GDMA program policy documents, please visit http://tinyurl.com/gdmapolicies.
5. Students must conduct themselves in a manner that is in consonance with the Professionalism requirements of GDMA courses, be adequately prepared for course work and discussion as well as actively participate in in-class activities and critiques. For the Professionalism requirement, visit http://tinyurl.com/gdmapolicies.

VIII. SPECIFIC COURSE REQUIREMENTS
A. Students must meet all of the following to receive a passing grade:
1. Students must complete this course with a minimum course grade of "C" (70%).
2. Students are expected to sign a Syllabus and Course Information Document Agreement and Anti-Plagiarism Agreement to represent their understanding of this information and the expectations within the course. For all GDMA program policy documents and anti-plagiarism information, please visit http://tinyurl.com/gdmapolicies
3. It is the responsibility of the student to take notes on all lectures, tutorials, assignments, and exercises. You will not be given printed instructions for assignments. This is to emulate professional expectations within the design industry.
4. Students are expected to assist in keeping all GDMA labs neat and orderly. Please pick up all scraps, waste materials, discarded printouts, etc., and place them in the recycling bins. Please promptly clean up all spills and messes on your desk spaces. Periodically and at the end of each term, students will be required to assist in cleaning the labs.
5. Each student is required to complete all parts of this course regardless of prior knowledge or experience.
6. For course-specific policies please refer to the Course Information Document.