Department Master Syllabus

Camden County College

Blackwood, New Jersey

Course Title: Computer Graphic Design I

Course Number: **CGR-111**

Department/Program Affiliation: Computer Graphics

Date of Review:
(This Department Master Syllabus has been examined by the program/department faculty members and it is decided that no revision is necessary at this time.)

Date of Last Revision: **3/5/09**
(This Department Master Syllabus has been examined by the program/department faculty members and it is decided a change requiring a revision is necessary at this time.)

Credits: 3

Contact Hours: **Lecture 2** **Lab 2** **Other** ____

Prerequisites: ENG-013, ENG-023 and MTH-029

Co-requisites: None

Professor Asher Barkley
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Course Description:
This course will provide studio experience in computer graphics art design. This combined studio/lecture course is an introduction to the creative possibilities of graphics computing and to historical, conceptual, technical and contemporary background of computers and computer

graphics. Emphasis is placed on the visual-problem solving process through the use of applications and equipment. Students will be able to utilize a variety of software and hardware which includes bit-mapped paint and object-oriented drawing software programs. All Computer Graphic classes now include in-class lab time.

Course Student Learning Outcomes: Cognitive, Psychomotor, Affective Domains)
Upon completion of this course, the student will be able to:

1.	Explain the historical perspective of computer graphics and the fundamentals of the concepts, followed by the current state of the industry and important trends.
2.	Evaluate the tools in pixel-based system programs versus traditional media.
3.	Evaluate the tools in vector-based system programs versus traditional media.
4.	Demonstrate familiarity with equipment (hardware and software applications that will be shown in class).
5.	Identify key terms that apply to computer graphics.
6.	Design digital images.
7.	Demonstrate the merging of paint and draw files.
8.	 Make critical judgments of their own and other works based on usage of software programs and design skills.

Course Outline:
Some of the subjects that will be covered will be:
1.	Computer graphic hardware.
2.	Computer graphic software such as: pixel based paint programs, and vector based drawing programs.
3.	Computer graphic terminology and usage.
4.	Design concepts as they apply to digital design.

Materials:
Sketchbook no smaller than 8 x 5
Flash drive or portable hard drive or some way to back up your work
Your own blog created in class

Course Activities:

The classroom activities will include formal and informal lectures where new material and assigned problems will be explained. Students will have the opportunity to contribute to the discussion and ask questions about the material. "Hands-on" work on the computer will be done during class and outside of the regularly scheduled classroom hours.

Assessment of Student Learning Outcomes: The student will be evaluated on the degree to which student learning outcomes are achieved. A variety of methods may be used such as tests, class participation, projects, homework assignments, etc. (There must be some evidence that the learning outcomes have been achieved.)

REQUIREMENTS AND EXPECTATIONS

Attendance Policy
You must attend every class. Absences will negatively affect your grade. When absent, you must contact your teacher to find out what occurred in classes you've missed. Work should be completed upon your return to class.

Excused absences
For medical reasons and/or family emergencies only and require documentation; medical absences require a note from a doctor or nurse. You are allowed a maximum of three excused absences after which you must withdraw from the course.

Unexcused Absences
One: Points are lost towards final grade
Two: drop of one letter in your final grade.
Three: Three absences are grounds for failure of the course.

Lateness Policy

Arriving any time after class is scheduled to begin is considered late. Even if you are late, you should always come to class. It is better for you to be present for some of the information than to miss an entire class.
Lateness is recorded: 2 latenesses = 1 absence. It is possible to fail a course based upon lateness alone.

Stipulations
-Late work will lose one grade letter for each day that it is late.
- Participation is included in your final grade. This includes critiques and having your work on time so that you may participate in the critiques. We learn from each other's work and your work needs to be present in class just as you do.

- If you are texting in class you will be given a zero for the day. If you are on your phone during a crit you will have a letter grade removed from your project grade for each instance. You need to be focused on the work in class.

-If you are interested in reworking a project for a grade adjustment, you take the initiative to notify your instructor. Grade adjustments are not guaranteed and will be administered at instructor's discretion.

-Extra credit assignments will be discussed on an individual basis, upon student's request.

-Grades will be received within two weeks of the project deadline.

POLICY ON PLAGIARISM, ACADEMIC CHEATING AND DISHONESTY

Original Work

All work submitted for this class must have been made by you, and made specifically for this course. Projects may not be submitted in multiple classes. The submission of work not generated for this course constitutes academic dishonesty/cheating. The penalty for the submission of works that are not original and made by you specifically for this class is an automatic "F" in the course in which the offense is committed and a report to the Dean.

CLASS BLOG

http://abarkleycccblog.blogspot.com/

The class will have links to project prompts, class homework, and other information you will need for the class. Although this blog is a helpful resource you will still be expected to take notes on projects and homework.

If for some reason the homework does not make the blog you will still be expected to have the work done correctly in class and on time.

Grading and Evaluation

Your grade will be based on 3 aspects of the class

4 major projects = 60% (each project = 15% of your grade)

Homework = 20%

Class Participation = 20%

Each Project will have a rubric and prompt accompanying the assignment

A = exceptional work, student exhibits an advanced understanding of the concepts in class accompanied by an outstanding work ethic

B = Above average student demonstrates understanding

C = Average work, Average understanding of concepts, average work over all

D = Below average shows lack of interest has some understanding of concepts but is lacking in many area often problems with focus and work ethic

F= Failure, student shows little or no understanding of concepts and/ or lacks the ability to apply those concepts

Week by week list of class events
* Major Project due dates listed in red

Sept 6 Introduction to syllabus/ class expectations, Icebreaker, Basic Computer/ Mac/ Photoshop intro, Create blog, Assign First Project

Sept 13 Discuss Design, Photoshop intro, Resolution, Review student ideas for project 1

Sept 20 Photoshop tutorial, Class work time towards project

Sept 27 **First major Project Due** with Crit

Oct 4 Present Ideas for Next Project, Final Photoshop tut

Oct 11 How to movie poster tutorial and work time in class

Oct 18 Work on project 2 in Class

Oct 25 Second Major Project Due with Crit

Nov 1 Assign Project 3, Begin Illustrator Intro to pen tool

Nov 8 In class tutorials and discussion and work on project 3

Nov 15 In class work on project #3

Nov 22 Project 3 Due with Crit

Nov 29 Thanksgiving break

Dec 6 Illustrator tutorial, Assign project 4 begin work with partner

Dec 13 Class work day

Dec 20 Project Due with Crit