

## Tafoya • COMPUTER GRAPHICS • Course Syllabus

Art 2100 (3 credits) Monday & Wednesday 1:00-3:30, FAB 44  
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Computer Graphics will introduce the student to Adobe Illustrator, the industry-standard illustration program for print, multimedia, and web graphics. Through lectures, exercises, tutorials, and several challenging projects, students gain the skills necessary to create professional vector graphics for print and web. Topics include keyboard shortcuts, type, page layout, mastering the pen tool, layers, creating layer-based animation, color formats, swatches, gradients and blends, patterns, brushes, symbols, effects and filters, compound paths, masks, gradient mesh effects, working with placed images, importing and exporting files to Photoshop, Quark, InDesign, GoLive, and Acrobat. The assignments are geared toward the technical aspects of creating illustrative forms for reproduction. The student should expect to leave the course with a solid understanding of graphic file formats and a high level of proficiency in Adobe Illustrator CS.

*Students must know how to use a Macintosh or Windows computer. Please review the computer skills prerequisite checklist in this syllabus. If you are not familiar with these skills and terms, see your instructor.*

### EXPECTED COURSE OUTCOMES

- The student will understand and utilize all the features of Adobe Illustrator.
- The student will learn to use scanners, inkjet printers, zip drives, CD burners, NWC's Macintosh computer network, and Macintosh OSX operating system.
- The student will construct graphic images and prepare them for export to other programs and computers, including the Internet.
- The student will plan and design original compositions for print and for web.
- The student will employ analytical skills and active listening skills in critiques and discussions.
- The student will develop neatness, organization, and an ability to meet deadlines.

### REQUIRED TEXT AND MATERIALS:

three-ring binder notebook to hold assignments and handouts  
one 250mb Macintosh formatted zip disk or a USB media storage device  
*Adobe Illustrator CS2 Classroom in a Book* available at the NWC Bookstore

### Recommended reading:

*There are many books written on the subject of graphics. Some titles to check out:*  
The Little Mac Book by Robin Williams & Kay Nelson  
The Non-Designer's series by Robin Williams  
The Wow! Series (Peachpit Press): Web Design Wow! PhotoShop Wow! Illustrator Wow!  
The Real World series (Adobe Press): Real World Illustrator, Real World Scanning, Real World PhotoShop

## **ATTENDANCE, GRADES, AND OTHER INFORMATION**

Only two unexcused absences are allowed. Beyond two classes, there may be one full grade reduction for each class missed. If you know you will have to miss a class or will be unable to meet a deadline because of a schedule conflict, you must make arrangements beforehand. The instructor holds the students responsible for getting needed information, regardless of attendance.

Assignments turned in past the specified deadline will lose one full grade for each class day beyond deadline. I am more lenient with the tutorials, however, because understanding the tutorials is vital to your success in this class. Consistently late tutorials will affect your overall grade.

Each week will consist of a lecture/demonstration, exercises or tutorial, discussion, an assignment and lab time. Students are expected to actively participate in all discussions and to build a notebook of lecture notes, exercises, and handout material.

### **Grades:**

Grades are earned using a point system. Students with 90-100% of the total points possible earn an A. Those with 80-89% of the total points possible earn a B, and so on. All work must be original. Plagiarism will result in a failing grade for the course.

Attendance is recognized with one point for each class (30 points total).

Fifteen Tutorials are 3 points each = 1 for meeting due date, 2 for understanding and aptitude (45 points total)

Five Assignments (25 points each, 100 points total)

1. Technical Illustration
2. Logo Design and application to packaging
3. Web Page with Animation
4. Christmas Patterns
5. Editorial Illustration

Assignments are graded on the following:

- comprehension and utilization of techniques
- effort
- craftsmanship and presentation
- visual impact
- requirements met and directions followed

Exercises are intended to foster skill & understanding. They are not graded.

### **Sensitive Material**

Due to open access to the Internet, the student may encounter images of nudity and/or violence, however these subjects are not part of the curriculum.

### **Students with Special Needs**

Students who qualify for specific accommodations under the Americans with Disabilities Act should inform the instructor within the first week of class to ensure that their needs are met in a timely manner. It is the student's responsibility to inform the instructor of her/his needs and to provide the necessary documentation to the Student Success Center before any classroom accommodation can be made. To contact the Director of the

Student Success Center, call 754-6135 or stop by the Center located in the basement of Colter Hall.

**Lab Etiquette**

Food is not allowed in the lab. Beverages must be in covered containers. With the permission of the rest of class, you may play CDs at low volume during lab time. Talking during the instructor's lecture or demonstration is not ok. Neither is checking your email or working on projects from other classes during this class time. Children are not welcome in the Macintosh labs at any time.

## COMPUTER SKILLS PREREQUISITE CHECKLIST

*Prerequisite: Working familiarity with the Macintosh operating system including the fundamentals of file management and navigation.*

If you have any questions about whether or not you meet the basic computer skills prerequisite for this hands-on computer class it is important that you spend some time familiarizing yourself with the features of the Macintosh operating system, which is the system utilized by this class. Terms specific to Macintosh (MAC) or Windows (WIN) are noted. Please pay particular attention to the items listed under Navigation, File Management, and Documents. If you do not demonstrate proficiency in these prerequisites, you may be asked to withdraw from the class. If you're unsure about your ability, please see your instructor.

### NAVIGATION

On the desktop

In dialog boxes

Using the Macintosh Finder

Switching applications

Contextual menus

### FILE MANAGEMENT

Save and Save As

Copy/Duplicate

Move

Empty Trash (MAC)

Delete/Recycle (WIN)

Shortcuts (WIN)

### DOCUMENTS

Files, folders

sub directories

Get Info (MAC)

Properties (WIN)

Create

Name/Rename

Open/Close

### NETWORK

Log In

Graphics Server

Personal H Drive

Users

### HARDWARE

Power on and off

Log on procedures

Log off / Shutdown

Central processor unit (CPU)

Display monitor

Hard drive

### REMOVABLE MEDIA

CD-RQMs

Zip disks

Insert, eject

Erase, Format (Initialize)

Lock, Unlock

### SOFTWARE

Start, Launch

Exit, Quit

Get Info (MAC)

Preferences/Defaults (MAC)

Drag and drop

### TEXT AND GRAPHICS

Mouse pointer/ selection tool

I-beam cursor/ insertion point

Select/highlight

Cut, Copy and Paste

Changing units of measure

Bits and objects

Undo

### KEYBOARD

Shift

Option

Control

Spacebar

Command (MAC)

Start (WIN)

Keyboard shortcuts

Function keys

Numeric keypad

Arrow keys

### MOUSE

Click, single, multiple

Right mouse button (WIN)

Select

Drag