

ART 150: Introduction to Digital Graphic Design

Course Breakdown and Outline in linear form

Completion of course breakdown pending...

1. Syllabus
2. Resources
3. Movies
4. Websites (CCAC, Art Department, Course Information, Adobe, related links)
5. Fields of Art/Course Definition (Visual-2D-Graphic Design)
6. Art Aesthetics
7. Typography
8. Design Phases
9. General Overview (Graphic Design apps.)
10. Illustrator
 - login
 - windows navigation
 - lab overview
 - minimize, max, close
 - new document
 - document setup (land/port)
 - preferences (guides/grids)
 - artboard/page
 - navigation (view/zoom)
 - pull-down menus (intro)
 - palette customization
 - character palette
 - type tool
 - shapes
 - selection (copying/alt. key/right click)
 - stroke/fill
 - arranging
 - rotating (about of center)
 - mirror
 - skew
 - create outlines (type)
 - pathfinder (pathfinder)
 - scaling
 - saving (file management)
 - printing
11. Assignment 1-Letterform (Independent Composition)
 - examples (hard copy/digital)
 - file management-project folder creation
 - demonstration
 - type variations (case, arrangement, format, positive/negative)
 - A. Illustrator
 - copying
 - arranging
 - black and white
 - 5" set-up/center
 - print
 - (pre-critique/critique)
12. Assignment 2-Logo (Independent Composition)
 - successful solutions
 - types of logos; letterform, symbol, combination
 - composing an identity
 - web examples
 - course examples
 - black and white
 - type variations
 - comp. Variations

- A. Illustrator
 - layers
 - simple to complex shapes
 - pen tool
 - direct selection
 - create outlines
 - type on a path
 - auto trace
 - filters (distort)
 - scaling
 - 5" set-up/center
 - (pre-critique/critique)

****MID-TERM**** (pending)

- B. Color
 - color aesthetics
- C. Illustrator-continued
 - palettes
 - libraries
 - fill and stroke
 - scaling
 - variations set-up (9)
 - color printing
 - (pre-critique/critique)

13. Assignment 3 (Event Cover-Composition) Olympics,

- compositional theory review
- web research
- layers review
- full demonstration/demo of layout
- copy/paste from web (notepad)
- text boxes
- paragraph palette
- body text
- image placement (borders)
- scaling
- effects
- filters
- gradient mesh
- autotrace
- blending
- (pre-critique/critique)

14. Assignment 4-Museum Brochure

- examples
- review of Illustrator
- demo of layout
- (pre-critique/critique)

15. Assignment 5-CCAC catalog cover

- examples
- review of Illustrator
- demo of layout
- (pre-critique/critique)

16. Assignment 6-CD/DVD cover

- examples
- review of Illustrator
- demo of layout
- (pre-critique/critique)

back-up work/storage

>>>Extra-time

- revise past projects
- reprint

ART 168: Digital Imaging

Course Breakdown and Outline in linear form

Completion of course breakdown pending...

1. Syllabus
2. Resources
3. Movies
4. Websites (CCAC, Art Department, Course Information, Adobe, related links)
5. Fields of Art/Course Definition (Visual-2D-Digital Imaging)
6. Fields of Photography
7. 5 steps to critical evaluation of art
8. Art Aesthetics
9. Image composition examples
10. Photo resources (stock, mags, books, CD's, web)
11. Scanning
12. Photoshop (overview)
 - login
 - windows/navigation
 - lab overview
 - minimize, maximize, close
 - new document setup
 - preferences-brush size
 - modes
 - pull-down menus
 - pallettes/customize
 - navigation
 - history
 - tools
 - selections
 - applied brushes
 - color foreground/background
 - image editing
 - image size window
13. Assignment 1-Selections
 - examine history of art styles
 - saving images from the web
 - examples/demonstration
 - file management-project folder creation
 - A. Photoshop
 - eyedropper and information palette
 - guides of comp. theory
 - grayscale mode
 - image to print resolution
 - cropping to fixed target size
 - selection variation
 - adjustments and variations
 - pixel stroke
 - edge treatments
 - printing
 - pre-critique/critique
14. Assignment 2-Single Image Triptic
 - examples/demonstration
 - scanning review
 - A. Photoshop
 - cropping to fixed target size
 - bitmap mode and methods
 - choice of editing
 - edge treatment
 - pre-critique/critique

15. Assignment 3-Image tone
- choosing image from single image triptic assignment
 - examples/demonstrations
 - color theory
- A. Photoshop
- duotone mode
 - monotone, duotone, tritone, quadtone variations
 - curves
 - color palletes/picker/libraries
 - pixel stroke in color
 - pre-critique/critique

Mid-Term-pending

16. Assignment 4-Single Subject Matter Composite/Collage
- theme review/fields of photography
 - examples/demonstrations
 - layer lecture
- A. Photoshop
- layers (open, move, transform)
 - artboard creation
 - guide placement
 - editing mode before moving to layer
 - controlling layers-linking, visibility, modes
 - transforming
 - edge treatment-effects
 - printing to color-large format
 - pre-critique/critique

17. Assignment 5-Restoration
- review industry examples
 - examples/demonstrations
- A. Photoshop
- clone, healing, and patch tools
 - dodge and burn tools
 - final layout setup

18. Assignment 6-Restricted Image
- examples/demonstrations
- A. Photoshop
- composite and collage approaches
 - element and principle focuses

19. Assignment 7-Synergy
- definition
 - types of synergy
 - examples/demonstrations
- A. Photoshop
- layers review
 - artboard layout-guides
 - transform-flipping image
 - moving by nudge commands
 - layer copying and organization
 - where overlap occurs determines synergy
 - edge treatment
 - printing
 - pre-critique/critique

20. Assignment 8-Mail Art
- industry and student examples
- A. Photoshop
- illustrative techniques

back-up work/storage

- >>>Extra-time
- A. Student art show
 - B. Recreate/revise existing projects
 - C. Reprint work
 - D. Other digital design applications

ART 165: Digital Publishing

Course Breakdown and Outline in linear form

Completion of course breakdown pending...

1. Syllabus
2. Weekly Breakdown coverage
3. Websites (CCAC, Art Department, Course Information, Adobe, related links)
4. Visual Aesthetics introduction-as applied to page layout and design
5. Phases of Design
6. Computer Lab
7. Windows OS introduction
8. Adobe InDesign (overview)
 - login
 - windows navigation
 - lab overview
 - minimize, max, close
 - new document
 - document setup
 - preferences
 - artboard/page
 - navigation (view/zoom)
 - pull-down menus (intro)
 - pallettes
 - type palette detail
 - type tool
 - shapes
 - selection (copying/alt. key/right click)
 - stroke/fill
 - arranging
 - step and repeat
 - rotating
 - skew
 - create outlines (type)
 - effects/paths
 - scaling
 - color management
 - saving (file management)
 - printing
9. First Assignment- "Artforms" book cover
 - examples (hard copy/digital)
 - file management-project folder creation
 - page layout theory and demonstration
 - scanning
 - file formats
 - A. InDesign
 - work off of existing template
 - document setup
 - margins and guides
 - placing images/links
 - ensuring image quality
 - type setting
 - paragraph setting
 - pre-critique/critique
10. Second Assignment- Non-Profit poster/mailer
 - examples (hard copy/digital)
 - research assignment
 - traditional approach (thumbnails)
 - folding/folding dummy creation
 - mailing/postal concerns
 - demonstration
 - A. InDesign
 - document setup
 - margins/guides
 - poster design theory (unity/heirarchy)
 - pre-critique/critique

****MID-TERM**** (pending)

10. Third Assignment- Two-Page Spread Advertisement

-***this assignment coverage is pending on where we are at in the semester.

The final brochure project has precedence over this project.

-examples (hard copy/digital)

-research assignment

-traditional approach (thumbnails)

-advertisement/marketing theory (introduction)

-demonstration

A. InDesign

-document setup

-margins/guides

-advanced type setting techniques

-working with other applications (clipping masks, image effects)

-pre-critique/critique

11. Final Assignment- Art Department Brochure

-***this is a very involved project. It may take up to 4-5 weeks to complete

-examples (hard copy/digital)

-research assignment

-traditional approach (thumbnails)

-paper examples

-binding examples

-pagination theory

A. InDesign

-multiple-page document setup

-pages palette

-master pages

-spread and single page techniques

-type palette-advanced

-character styles

-paragraph styles

-advanced type setting attributes

-pre-critique/critique

back-up work/storage

12. Extra-time

A. PDF creation

B. Recreate/revise existing projects

C. Reprint work

D. Other digital design applications

ART 170: Web Graphic Design

Course Breakdown and Outline in linear form

Completion of course breakdown pending...

This course is set-up in two parts. The first half of the term is learning how to use Adobe Photoshop and to prepare media for the web. The second half of the term you will utilize Microsoft Office SharePoint Designer to layout a personal website of your own creation. During this time, we will use the course text and other resources as aids in learning the field of web graphic design.

1. Syllabus
2. Resources
3. Movies
4. Websites (CCAC, Art Department, Course Information, Adobe, related links)
5. Fields of Art/Course Definition (Visual-2D-Web Design)
6. Course text introduction and readings
7. Art Aesthetics
8. Image composition examples
9. Photo resources (stock, mags, books, CD's, web)
10. Scanning
11. Photoshop (overview)
 - login
 - windows/navigation
 - lab overview
 - minimize, maximize, close
 - new document setup
 - preferences-brush size
 - modes
 - pull-down menus
 - pallettes/customize
 - navigation
 - history
 - tools
 - selections
 - applied brushes
 - color foreground/background
 - image size window
 - eyedropper and information palette
 - guides
 - selection variation
 - adjustments and variations
 - modes (bitmap, grayscale, indexed, RGB, CMYK)
 - resolution
 - save for the web options (GIF, JPEG)
 - transparent GIF
 - background tiles
12. First Assignment- "Website collage"
 - saving images from the web
 - examples/demonstration
 - file management-project folder creation
 - A. Photoshop
 - layers (open, move, transform)
 - editing mode before moving to layer
 - controlling layers-linking, visibility, modes
 - transforming
 - layers review
 - layer copying and organization
13. Second Assignment- "Name Header"
 - typography exploration
 - examples/demonstration
 - A. Photoshop
 - type palette differences
 - typography variations
 - color

14. Third Assignment- “Animation”

- traditional animation techniques
- examples/demonstration
- A. Photoshop
 - text palette
 - animation palette
 - tweening options
 - preview for the web

Mid-Term-pending

15. Start Website Development

- explore traditional techniques of page layout.
- electronic mock-up
- collect resources to develop web page content
- A. Microsoft SharePoint Designer (condensed)
 - explore file management
 - develop “WEB” environment
 - differences between Adobe and Microsoft
 - learn navigation and views
 - inserting text/images/shapes/graphics
 - components, hyperlinks, bookmarks, buttons, and properties

16. Final Assignment- “Personal Website”

- A. Home (main view)-*INDEX PAGE*
 - Header/Logo
 - Navigation Area
 - Rollover enter area
 - Animation (text-shape-color only)
 - Background tile (optional)
 - Image Composite
 - Link to the Image Gallery
 - Multimedia (pending)
- B. Mission Statement/Cover letter -*INDEX PAGE*
 - Header/Logo (optional)
 - Back to top/navigation links
 - HTML text statement
- C. Resume -*INDEX PAGE*
 - Header/Logo (optional)
 - Back to top/navigation links
 - HTML text resume
- D. Contact/Related Links -*INDEX PAGE*
 - Header/Logo (optional)
 - Back to top/navigation links
 - Phone, e-mail, mailing address etc... (e-mail link)
 - Links to related sites
- E. Portfolio (Web Image Gallery) -*Independent page(s)*
 - Photoshop and or FrontPage development
 - Back link

17. Website Publishing

- publish website to the CCAC academic server

back-up work/storage

PDF Slide presentation pending progress

Art113: Graphic Communications I

Course Breakdown and Outline in linear form

Completion of course breakdown pending...

1. Syllabus
2. Resources
3. Movies
4. Computer lab equipment, hardware, Operating System, software-Overview
5. Websites (CCAC, Art Department, Course Information, Adobe, related links)
6. Art Aesthetics
7. Graphic Communication relations/examples
8. Design Phases
9. General Overview (Graphic Design apps.)
10. Illustrator
 - login
 - windows navigation
 - lab overview
 - minimize, max, close
 - new document
 - document setup (land/port)
 - preferences (guides/grids)
 - artboard/page
 - navigation (view/zoom)
 - pull-down menus (intro)
 - palette customization
 - character palette
 - type tool
 - shapes
 - selection (copying/alt. key/right click)
 - stroke/fill
 - arranging
 - rotating (about of center)
 - mirror
 - skew
 - create outlines (type)
 - pathfinder (pathfinder)
 - scaling
 - saving (file management)
 - printing
11. First Assignment - City Paper Advertisement revision
 - advertisement history
 - advertisement association
 - examples (hard copy/digital)
 - thumbnails, variations, comprehensive sketches, final traditional
 - file management-project folder creation
 - demonstration, measurements, document setup
 - type variations (case, arrangement, format, positive/negative)
 - compositional theory
- A. Illustrator
 - copying
 - arranging
 - layers
 - simple to complex shapes
 - pen tool
 - direct selection
 - create outlines
 - type on a path
 - auto trace
 - filters (distort)
 - scaling
 - palettes
 - libraries
 - fill and stroke
 - scaling
 - black and white
 - 5" set-up/center
 - print
 - (pre-critique/critique)

B. Color

- color aesthetics
- color printing

12. Second Assignment - Word and Image

- different types of associations
- compositional theory review
- web research
- layers review
- full demonstration/demo of layout
- Illustrator techniques
- (pre-critique/critique)

****MID-TERM**** (pending)

14. Third Assignment - Radio Station logo and promotion-Howard Lierberman tribute.

- examples
- review of Illustrator
- demo of layout
- (pre-critique/critique)

15. Fourth Assignment - Designer emulation/Biography

- examples
- research current and past graphic designers.
- demo of layout
- (pre-critique/critique)

16a. Fifth Assignment - Gallery Promotion

- clients requirements
- decide on teams
- thumbnails, variations, comprehensive sketches, final traditional
- critiques with client
- digital implementation
- final client decision

~OR

16b. Fifth Assignment - 2 Page Advertisement (spread)

back-up work/storage

16. Extra-time

- revise past projects
- reprint
- other digital design applications