

**ART 202**  
**WENDY BELT**  
**MON / WED**  
**11AM TO 12:30PM**  
**FALL 2017**  
**INTRO TO**  
**COMPUTER**  
**GRAPHICS**

EMAIL  
WBELT@POINTLOMA.EDU

FINAL EXAM  
12\_15\_2017  
10:30AM-1PM

Attendance at the final  
is **mandatory** and  
is required to pass  
the class.

OFFICE HOURS  
As needed I will make  
myself available to meet  
with you before class on  
Monday and Wednesday.  
Please let me know, **via**  
**email**, if you'd like to  
schedule a meeting.

MID-TERM GRADES  
10\_24/25\_2017

LAST DAY TO DROP  
11\_03\_2017

wbelt@pointloma.edu

# ART 202 SYLLABUS

## Art 202 Introduction to Computer Graphics

As a designer you will come to use, on a daily basis, one or all of the programs that we will be covering in this class. It is likely that they will become one of the primary “tools” with which you create. It is therefore imperative that you are efficient and effective in your use of these programs. That said, these tools will not design for you, and you should not rely on your abilities (or inabilities) with these tools to solve (or not solve) a design problem. Being efficient and effective means making these tools work to your thoughtful “designed” end. These tools can limit you as a designer, but they can also feed your imagination.

### COURSE LEARNING OUTCOMES

- Demonstrate effective and efficient use of the three primary graphic design software tools (Adobe InDesign, Illustrator and Photoshop)
- Be able to identify and define key terminology specific to the software, as well as current design production
- Be able to produce original, thoughtful and creative graphic design that is built to industry standards using the three primary graphic design tools (Adobe InDesign, Illustrator and Photoshop)
- Be able to explain and discuss design decisions, as well as thoughtfully and respectfully critique the work of fellow students

### COURSE FORMAT AND CONTENT

The course will be broken down into three sections. Covering each of the three major programs (Adobe Bridge will be introduced with Photoshop). Our in-class time will be spent working through a series of exercises, completing exams and class critiques. Outside of class you will be asked to watch online tutorials, as well as research and design three creative projects.

### ONLINE TUTORIALS / LYNDA.COM

This class does not have a text book. Instead, you will need to purchase a subscription to Lynda.com. They offer a free 30-day trial after which memberships are either \$19.99 or \$29.99 per month (depending on if you want access to the project files, which is up to you). Throughout the semester I will direct you to which online tutorials you need to be working through and are responsible for completing.

### THREE EXAMS

One exam will be given for each section of the class (see class schedule). These exams will be 30-40 questions covering material from class and the online tutorials. If you are unable to attend class on the day of an exam, please let me know asap. Unless arrangements are made in advance to take the exam early or in emergency situations, make-up exams will not be offered.

### THREE CORE DESIGN PROJECTS

At the beginning of each section one design project will be assigned. You will be expected to work through this project as we move through that section. Each project will have one deliverable date at the end of that section (see class schedule). At these deliverable dates we will have an in-class critique. Thoughtful participation in the critiques is mandatory.

### PROCESS BINDER

Your Process Binder must include documentation of the work done in all phases of the design process throughout the semester for each of the three core design projects. Documentation is to be kept in a three-ring binder with all phases of the project organized in chronological order. The process book is due on our final critique on December 15th.

### SUPPLIES

Besides access to a computer with the Adobe Creative Cloud suite, a sketch book and possibly a thumb drive, you will not need any specific materials that you do not already have on hand for other classes. I will let you know in advance if any additional supplies will be required.

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# ART 202 GRADING & ASSESSMENT

## GRADING & ASSESSMENT

Grades are based on a total number of points accumulated during the semester, with a possible total of (approximately) **650 pts.** Projects turned in late will receive an automatic 15 pt. deduction. You will then have one week from the due date to turn it in. After one week you will receive an F (0 points) for that project. On-time means that it is ready by the beginning of the class session. If you are working on something in the beginning of class then it is considered late.

## POINTS BREAKDOWN

SOFTWARE KNOWLEDGE EXAMS (300)

*\*Three exams worth 100pts each*

THREE CORE DESIGN PROJECTS (300)

*\*Three projects worth 100pts each*

PROCESS BINDER (50)

## GRADES

A = 93 - 100% of possible points  
A- = 90 - 92% of possible points  
B+ = 87 - 89% of possible points  
B = 83 - 86% of possible points  
B- = 80 - 82% of possible points  
C+ = 77 - 79% of possible points  
C = 73 - 76% of possible points  
C- = 70 - 72% of possible points  
D+ = 67 - 69% of possible points  
D = 63 - 66% of possible points  
D- = 60 - 62% of possible points  
F = 0 - 59% of possible points

## DESIGN PROCESS

1. Identify and define the design problem
2. Gather, analyze and synthesize information
3. Determine performance criteria for measuring success (Evaluation Sheet and Grade Sheet)
4. Develop content and context
5. Generate alternative solutions and build prototypes
6. Evaluate and select appropriate solutions
7. Implement choices
8. Evaluate outcomes

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# PLNU POLICIES

## ATTENDANCE

Attendance is required. You are allowed 2 unexcused absences. Each additional absence will result in a 10 pt. deduction from your final score. If you are absent, you are responsible to find out from your peers what information you missed. If you arrive more than 5 minutes after or leave more than 5 minutes prior to the scheduled session time, you are late. Three late-arrivals or early-departures equal one absence. If you are more than 30 minutes late, you are absent. If you show up to class without the required materials for that day you will be marked absent. If you are absent on the day of a project critique, you will receive an F (0 points) for that project.

Exceptions to the attendance policy will only be made in the event of a family emergency, illness with a doctors verification or something of an unexpected, urgent nature which is out of your control. Family vacations, weddings, work schedules, and or travel/flight schedules are not valid excuses for missing class or a final critique. Excessive absences may result in you being dropped from the course at the instructors discretion. (See Academic Policies in the undergrad academic catalog.)

## PLNU ATTENDANCE POLICY

Regular and punctual attendance at all classes is considered essential to optimum academic achievement. If the student is absent from more than 10% (3) of class meetings, the faculty member can file a written report which may result in de-enrollment. If the absences exceed 20 percent, the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation. (See Academic Policies in the undergrad academic catalog.)

## FINAL EXAM

Successful completion of this class requires attendance for the final critique on its scheduled day. No requests for early examinations or alternative days will be approved.

**Exam Date: Friday December 15, 2017**  
**10:30am-1pm**

## ACADEMIC DISHONESTY

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. Academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for that assignment or examination, or, depending on the seriousness of the offense, for the course. Faculty should follow and students may appeal using the procedure in the university Catalog. (See Academic Policies for definitions of kinds of academic dishonesty and for further policy information.)

## ACADEMIC ACCOMMODATIONS

If you have a diagnosed disability, please contact PLNU's Disability Resource Center (DRC) within the first two weeks of class to demonstrate need and to register for accommodation by phone at 619-849-2486 or by e-mail at [DRC@pointloma.edu](mailto:DRC@pointloma.edu). (See Disability Resource Center for additional information.)

## USE OF TECHNOLOGY

I encourage all personal media devices for "learning." Please be respectful and professional by abstaining from media use during class time if it is unrelated to the course.

- You may not use phones in class.
- You may not use headphones in class.
- You may not engage in any online activity unrelated to class assignments while in class.

## PLNU COPYRIGHT POLICY

Point Loma Nazarene University, as a non-profit educational institution, is entitled by law to use materials protected by the US Copyright Act for classroom education. Any use of those materials outside the class may violate the law.

## PLNU MISSION: TO TEACH. TO SHAPE. TO SEND.

Point Loma Nazarene University exists to provide higher education in a vital Christian community where minds are engaged and challenged, character is modeled and formed, and service is an expression of faith. Being of Wesleyan heritage, we strive to be a learning community where grace is foundational, truth is pursued, and holiness is a way of life.

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# CLASS SCHEDULE

#	DATE	
1	T AUG 29	Introductions; Introduce Project 1; Lecture/Demo - Photoshop
2	W AUG 30	Lecture/Demo - Photoshop
LABOR DAY - NO CLASS		
3	W SEPT 6	Lecture/Demo - Photoshop
4	M SEPT 11	Lecture/Demo - Photoshop
5	W SEPT 13	Lecture/Demo - Photoshop
6	M SEPT 18	Lecture/Demo - Photoshop
7	W SEPT 20	Lecture/Demo - Photoshop; Review for Exam
<b>8</b>	<b>M SEPT 25</b>	<b>PHOTOSHOP EXAM; After exam work on Project 1 in class</b>
<b>9</b>	<b>W SEPT 27</b>	<b>PROJECT 1 CRITIQUE</b>
10	M OCT 2	Introductions; Introduce Project 2; Lecture/Demo - Illustrator
11	W OCT 4	Lecture/Demo - Illustrator
12	M OCT 9	Lecture/Demo - Illustrator
13	W OCT 11	Lecture/Demo - Illustrator
14	M OCT 16	Lecture/Demo - Illustrator
15	W OCT 18	Lecture/Demo - Illustrator
16	M OCT 23	Lecture/Demo - Illustrator
17	W OCT 25	Lecture/Demo - Illustrator; Review for Illustrator Exam
<b>18</b>	<b>M OCT 30</b>	<b>ILLUSTRATOR EXAM; After exam work on Project 2 in class</b>
<b>19</b>	<b>W NOV 1</b>	<b>PROJECT 2 CRITIQUE</b>
20	M NOV 6	Introductions; Introduce Project 3; Lecture/Demo - InDesign
21	W NOV 8	Lecture/Demo - InDesign
22	M NOV 13	Lecture/Demo - InDesign
23	W NOV 15	Lecture/Demo - InDesign
24	M NOV 20	Lecture/Demo - InDesign
THANKSGIVING BREAK - NO CLASS		
25	M NOV 27	Lecture/Demo - InDesign
26	W NOV 29	Lecture/Demo - InDesign
27	M DEC 4	Lecture/Demo - InDesign, Review for Photoshop Exam
<b>28</b>	<b>W DEC 6</b>	<b>INDESIGN EXAM; After exam work on Project 3 in class</b>
<b>F</b>	<b>F DEC 15</b>	<b>10:30AM TO 1PM PROJECT 3 CRITIQUE</b>