

ART 2002 : INTRO TO COMPUTER GRAPHICS

UNITS: 3

WENDY BELT

MON / WED

12:10PM - 1:55PM

FALL 2019

EMAIL
WBELT@POINTLOMA.EDU

ART & DESIGN DEPT.
(619) 849-2396

FINAL EXAM
FRIDAY, 12_20_2019
10:30AM - 1PM

Attendance at and for
the duration of 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.
Please let me know, **via
email**, if you'd like to
schedule a meeting.

MID-TERM GRADES
10_29/30_2019

LAST DAY TO DROP
11_8_2019

ART 2002 _ SYLLABUS

COURSE DESCRIPTION

"Introductory experiences in the creation and production of computer-generated images. Includes the use of graphics software to combine image, text and technology; including Adobe Illustrator, Adobe InDesign and Adobe Photoshop." [FROM CATALOG]

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 some 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

Upon completion of this course,
you will be able to:

- Demonstrate effective and efficient use of the three primary graphic design Adobe software tools (InDesign, Illustrator and Photoshop)
- Identify and define key terminology specific to the software and contemporary design production
- Produce original, thoughtful and creative graphic design that is built to industry standards using the three primary graphic design tools
- 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 research and design three creative projects.

ONLINE TUTORIALS / LYNDIA.COM

This class does not have a text book. As an option for additional learning support, it is suggested that you purchase a subscription to Lynda.com. They offer a free 30-day trial after which memberships are \$29.99 per month. Throughout the semester I will direct you to which online tutorials may be helpful in supporting concepts we are learning in class.

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. **If you are unable to attend class on the day of an exam, please let me know asap.** Arrangements must be made in advance to take the exam early, make-up exams will not be offered, emergency situations withstanding.

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.

PROJECT 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 20th.

SUPPLIES

Besides access to a computer with the Adobe Creative Cloud suite, a sketch book, three-ring binder and 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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ASSESSMENT & GRADING

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 10 pt. deduction. You will then have one week from the original 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*

PROJECT 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

ATTENDANCE

Attendance is required. **You are allowed 2 unexcused absences. Each additional absence will result in a 10 pt. deduction from your final grade. If you are absent, you are responsible to find out from your peers what information you missed.** If you arrive more than 10 minutes after or leave more than 10 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 instructor's discretion. (See PLNU Attendance and Participation Policy on following page.)

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.

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PLNU POLICIES

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.

INCOMPLETES AND LATE ASSIGNMENTS

All assignments are to be submitted/turned in by the beginning of the class session when they are due—including assignments posted in Canvas. Incompletes will only be assigned in extremely unusual circumstances.

FINAL EXAMINATION POLICY

Successful completion of this class requires taking the final examination on its scheduled day. The final examination schedule is posted on the Class Schedules site. No requests for early examinations or alternative days will be approved.

Exam Date: Friday, December 20, 2019
10:30am - 1pm

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 ACADEMIC HONESTY POLICY

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.

PLNU ACADEMIC ACCOMMODATIONS POLICY

While all students are expected to meet the minimum standards for completion of this course as established by the instructor, students with disabilities may require academic adjustments, modifications or auxiliary aids/services. At Point Loma Nazarene University

(PLNU), these students are requested to register with the Disability Resource Center (DRC), located in the Bond Academic Center. (DRC@pointloma.edu or 619-849-2486). The DRC's policies and procedures for assisting such students in the development of an appropriate academic adjustment plan (AP) allows PLNU to comply with Section 504 of the Rehabilitation Act and the Americans with Disabilities Act. Section 504 (a) prohibits discrimination against students with special needs and guarantees all qualified students equal access to and benefits of PLNU programs and activities. After the student files the required documentation, the DRC, in conjunction with the student, will develop an AP to meet that student's specific learning needs. The DRC will thereafter email the student's AP to all faculty who teach courses in which the student is enrolled each semester. The AP must be implemented in all such courses.

If students do not wish to avail themselves of some or all of the elements of their AP in a particular course, it is the responsibility of those students to notify their professor in that course. PLNU highly recommends that DRC students speak with their professors during the first two weeks of each semester about the applicability of their AP in that particular course and/or if they do not desire to take advantage of some or all of the elements of their AP in that course.

PLNU ATTENDANCE AND PARTICIPATION POLICY

Regular and punctual attendance at all classes is considered essential to optimum academic achievement. If the student is absent from more than 10 percent 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 Undergraduate Academic Catalog.

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CLASS SCHEDULE

#	DATE	
1	W SEPT 4	Introductions; Introduce Project 1 - Photoshop; Lecture/Demo
2	M SEPT 9	Lecture/Demo - Photoshop / Project 1 - Draft Concept Statement Due
3	W SEPT 11	Lecture/Demo - Photoshop
4	M SEPT 16	Lecture/Demo - Photoshop
5	W SEPT 18	Lecture/Demo - Photoshop
6	M SEPT 23	Lecture/Demo - Photoshop / Project 1 - Mid-point Check In
7	W SEPT 25	Lecture/Demo - Photoshop
8	M SEPT 30	Lecture/Demo - Photoshop
9	W OCT 2	Lecture/Demo - Photoshop
10	M OCT 7	Lecture/Demo - Photoshop; Review for Photoshop Exam
11	W OCT 9	PHOTOSHOP EXAM; After exam work on Project 1 in class
12	M OCT 14	PROJECT 1 CRITIQUE; Introduce Project 2 - Illustrator
13	W OCT 16	Lecture/Demo - Illustrator / Project 2 - Draft Concept Statement Due
14	M OCT 21	Lecture/Demo - Illustrator
15	W OCT 23	Lecture/Demo - Illustrator
16	M OCT 28	Lecture/Demo - Illustrator / Project 2 - Mid-point Check In
17	W OCT 30	Lecture/Demo - Illustrator
18	M NOV 4	No Class
19	W NOV 6	Lecture/Demo - Illustrator; Review for Illustrator Exam
20	M NOV 11	ILLUSTRATOR EXAM; After exam work on Project 2 in class
21	W NOV 13	PROJECT 2 CRITIQUE; Introduce Project 3 - InDesign
22	M NOV 18	Lecture/Demo - InDesign / Project 3 - Draft Concept Statement Due
23	W NOV 20	Lecture/Demo - InDesign
24	M NOV 25	Lecture/Demo - InDesign
NO CLASS - NOV 27 - THANKSGIVING BREAK		
25	M DEC 2	Lecture/Demo - InDesign / Project 3 - Mid-point Check In
26	W DEC 4	Lecture/Demo - InDesign
27	M DEC 9	Lecture/Demo - InDesign, Review for InDesign Exam
28	W DEC 11	INDESIGN EXAM; After exam work on Project 3 in class
F	F DEC 20	10:30AM - 1PM PROJECT 3 CRITIQUE