

Reedly College

Fall Semester 1999

Course Title: Computer Art I - Art 37

(Classroom 154 ⇌ Hours: T 6:00 pm - 9:50 pm ⇌ 2 units ⇌ Code 82537)
1 lecture hour and 3 lab hours per week.

An introduction to the computer graphic design and the visual arts. The course will introduce imaging software, exploring the techniques necessary for imaging, and printing.

Basic skills advisories: Eligibility for ENGL 25, ENGL 26, AND MATH 1.
Subject Prerequisites/ Advisories: None.

Text book: **Adobe Photoshop 5, An introduction to Digital Images, Against the Clock.**

Instructor: Mrs. Adriana **Shmahalo**

Office:

Office hours:

If necessary, appointments may be scheduled for other time periods.

Course Objectives:

Student will acquire a basic knowledge and ability to use Macintosh computers and to work with still digital photography.

Students will explore digital image making techniques by using the application program Adobe Photoshop.

Students are going to learn about the origins of the digital images and different ways of getting them into computers, such as using digital cameras, scanners, and Photo CD's; printing final images to inject and commercial printers; resolution of the digital and printed images.

In the process students will exhibit a knowledge in photo correction, photo retouching, manipulation of digital images and photo collage. they will learn color correcting, selecting, masking, painting, drawing and other essential tools of Adobe Photoshop.

Assignments and evaluation of student Work:

⇌ Students will be required to execute projects, quizzes and tutorial assignments which will be given on an ongoing basis throughout the semester.

⇌ The projects in this course are done on the computer. As part of the creative process, all students are required to present preliminary sketches or drawings to be

*grade scale
attendance*

reviewed and initialed by the instructor before beginning the final computer project. Failure to do so will result in a lowering of the project grade.

- ⇒ A project must be completed to receive a grade.
- ⇒ Projects must be completed and turned-in on or before the due date.
- ⇒ No work will be accepted after the last day of instruction. Final test day is for return of projects only.
- ⇒ One page paper must be included with the final project. The paper must include statements about, tools, filters, and techniques used in the process of the execution of the project.
- ⇒ The important paragraph of the paper have to include the underlying concept (the meaning, or message of the work).
- ⇒ For the final project students must present printed and mounted on board all works that have been done during the semester. The floppy or zip disk must be included.

The semester grade will be computed from student skill demonstration on lesson projects, tutorial assignments, tests, portfolio, grades, and final projects and attendance.

Student Responsibilities:

Students are responsible for all information given in class whether or not the students present at the specific class meeting at the time the information was presented. This includes all changes, corrections, or additions given to previous announcements and information.

Classroom Policies:

It is the goal of the Computer art program to maintain Artistic Creative Environment in the computer classroom.

Student can be dropped or given F Grade during the semester for any of the following:

- ◆ Mistreating school equipment. (Use equipment only as instructed in class.)
- ◆ Copying software or manuals.
- ◆ Opening, tampering with, or copying files other than student's own.
- ◆ Installing any software (especially games) without instructors permission.
- ◆ Unauthorized removal of school property from the lab.
- ◆ Not following lab procedures or instructions.
- ◆ Bringing food, drinks, friends or pets into the computer classroom.
- ◆ Using headphones during the lectures or instructions.

Classroom Rules:

- ✗ Do not come to class late. (3 tardy = absent, 15 minute late = absent)
- ✗ Do not leave class early (leaving early = absent)
- ✗ No beepers, telephones or earphones permitted.
- ✗ No food, no drinks in classroom.
- ✗ No children, visitors or pets permitted to "sit in".
- ✗ Do not converse or engage in disruptive behavior during the class hours.

Materials Needed:

3-Ring Binder for handouts.

Black mat board and tracing paper for mounting works for the final portfolio.

Notebook for taking notes.

1 box of Macintosh formatted High Density floppy disks 1.4 MB or Zip Drive cartridges 100 MB capacity.

Grades:

A = Excellent work; excellent attendance; excellent progress, attitude, interest, participation.

B = Good work; excellent attendance; good progress; excellent attitude, interest, participation

C = Average work; good attendance; average progress; good attitude, interest, participation.

D = Minimum required work; minimum attendance; average attitude; minimal interest, participation.

E = Little work, poor attendance; lousy attitude, little interest, improvement, participation.

Important Dates

Fall Session 1999:

August 27 ⇨ Last day to drop class and be eligible for a refund.

September 3 ⇨ Last day to drop class to avoid a "W" (not have it appear on transcript).

September 17 ⇨ Last day to change a class to or from a CR-NC grading basis.

October 12 ⇨ Mid-term project due date

October 15 ⇨ **Nine-week drop date** for full term length course

December 7 ⇨ All projects are due.

December 14 ⇨ Final. Projects will be returned.

Students are responsible for initiating the action of dropping the course.

COMPUTER ART I

Name _____

Attendance:

Total days tardy _____

Total days absent _____

(After 5 absences, the final semester grade will be dropped one grade for each class missed.)

Fall 1999

August

17 _____

24 _____

31 _____

September

7 _____

14 _____

21 _____

28 _____

October

5 _____

12 Midterm Project due date

19 _____

26 _____

November

2 _____

9 _____

16 _____

23 _____

30 _____

December

7 Final Project due date

14 Final