Reedly College

Spring Semester 2000
Course Title: Computer Art I - Art 37

(Classroom 154 ☞ Hours: M 6:00 pm - 9:50 pm ☞ 2 units ☞ Code 65259)
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
If necessary, appointments may be scheduled.

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.

☞ A project must be completed to receive a grade.

☞ Projects must be completed and turned-in on or before the due date.

attendance policy

⮑ 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 prints of 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, 10 minutes 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.
F = Minimum required work; minimum attendance; average attitude; minimal interest, participation.

Important Dates
Fall Session 1999:

January 10 (M)	✏ Instruction begins.
January 17 (M)	✏ Holiday - Martin Luther King, Jr.
January 21 (F)	✏ Last day to drop class and be eligible for a refund.
January 28 (F)	✏ Last day to drop class to avoid a "W" (not have it appear on transcript).
February 11 (F)	✏ Last day to change a class to or from a CR-NC grading option.
February 21(M)	✏ Holidays - Lincoln Day and Washington Day.
March 10 (F)	✏ Last day to drop a semester - length course (Letter grades assigned after this date).
March 13 (M)	✏ Mid-term project due date.
April 17-22 (M-Sat.)	✏ Spring Break.
May 8 (M)	✏ All projects are due.
May 15 (M)	✏ 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.)

Spring 2000

January
10 ___
17 Holiday.
24 ___
31 ___

February
7 ____
14 ___
21 Holiday.
28 ___

March
6 ____
13 Midterm Project due date.
20 ___
27 ___

April
3 ____
10 ___
17 ___
24 ___

May
1 ____
8 Final Project due date.
15 Final. Projects will be returned.