

Syllabus Art 633

Introduction to Computer Graphics

Time : Spring M/W 9:35 - 11:30 am /Fall T 5:50 - 10:00 pm

Instructor : Michael Arata

Office hours : M/W 1-2 pm T/TH. 5-6 pm

Course Description and Student learning outcomes (SLO's) :

THIS IS AN ART CLASS which will introduce students to some of the current processes

used in digital imaging with a focus on primary design and the basic components of design.

WLAC Institutional Student Learning Outcomes:

- A. **Critical Thinking:** Analyze problems by differentiating fact from opinions, using evidence, and using sound reasoning to specify multiple solutions and their consequences.
- B. **Technical Competence:** Utilize the appropriate technology effectively for informational, academic, personal, and professional needs. Use competent technique in project execution.

Divisional Student Learning Outcomes:

1. Secure Technique
2. Develop individual creative process

.Requirements / Materials

Attend all classes.

Complete all assignments.

Do all assigned reading and complete all assigned reading responses on time.

Participate in class discussions and critiques.

Buy removable storage in the form of a flash drive min. 1 gig.

A non refundable equipment fee of \$20 to cover printing costs (paper, ink et.)

Grades :

Grading will be based on assigned projects, class participation, attendance. Thoughtfulness and originality of work produced, visual results, as well as sustained effort and progress in mastering skills will be considered as evaluation factors.

Attendance is mandatory : 3 late to class = 1 absence, 3 unexcused absences May result in exclusion from the course.

Late assignments will be graded down.

Assignments :

1a. Portrait: Draw a portrait employing various color techniques. Use a fellow student as a model. Explore brush tip variations and opacity levels.
1b. Grayscale: Exercise in value, using the line tool and ruler. Make nine vertical bands, the first is white, the last is black. In between the white and black will be seven equal bands of value tones with a middle gray tone in the center.

2. Colorize cartoon: scanning, color fill, selection tools. Scan a black and white cartoon from the newspaper. Color the cartoon shapes in a complementary color scheme using one pair of colors if possible.

Paint a design using the new brush tip.

3. Composition: grayscale, compositional balance, focal point, selection tool, layers. Fill the background with a middle gray. Create ten geometric shapes, five white, five black on separate layers. Arrange the shapes in a composition that keeps the viewers eyes focused on the image. Be aware of directional shapes and contrast as a focal point.

4a. Symmetrical composition: symmetrical balance, color emphasis. Create a symmetrical composition consisting of abstract shapes. Imagine a dividing line in the center of the document/ image with each side having identical shapes in identical locations on both sides. Use color to emphasize the focal point.

4b. Asymmetrical composition: asymmetrical balance, color emphasis. Again divide the image in half. Create a composition that has the same shapes on both sides. Alter the placement of the shapes to create a difference in visual weight, yet remain in balance.

5. Scanning: collection of images. Scan a collection of images you think you may want to work with. Include family photos.

5b Seamless image: combining images, selections, layer mask, quick mask. Select two images (figures), select parts of one and drag to the other. Use the layer mask to edit the image and make it seamlessly belong to the background. Use levels and lighting to make adjustments.

6. Enhanced text: feathering, channels, compositional elements, gradient tool. Create three dimensional text. See hand out.

6b. Stationary, business card: lightening, embossing. Design and layout personalized stationary, i.e.. name , address, favorite color, food, place, day of the month, etc. See hand out.

7. Web page: buttons, text, gradient, pattern, filters. Create a web page that has a textured background, square and round buttons, with text and title. See hand out.

8a. Wallpaper: abstract, define patterns, filter experiment (optional). Create a design utilizing basic geometric shapes in repetition.

8b. Wallpaper: Duel image, define patterns,(filter experiment optional) create a design using two images in repetition; think about contrast and harmony.

9. CD cover: combined images, text,(Photoshop, Quark). Design a CD cover, include overlapping text and images. Create the reverse side as a separate document.

10. Stamp: large single, and page of stamps. Design two new postage stamps. Be aware of how small scale multiple images read.

11. Poster: using all techniques including live trace, embedded path conversions. Create a poster announcing an event you might be interested in attending. Include multi- layered text and images.

12 Tabloid cover: using all techniques (Photoshop, Quark). Design a tabloid cover with sensational imagery and unbelievable stories. Use various fonts and dramatic compositional elements. This should be over the top bold.

13. Develop a narrative that can be translated into a four page comic book/ zine. Each page should have a between 8 and 12 cells. Develop and design your

