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Syllabus

Art 108, Visual Technologies, course #1091
California State University Channel Islands
Fall 2003 semester

Instructor Information:

Liz King
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Phone: (805) 437-8556
Office Hours: Mondays 10-11 am or by appointment

Course Information:

Meeting Days and Times: Monday/Wednesday 8:00–9:50 am
Location: Art Complex, computer lab
Website address: http://www.lizking.tv/
Blackboard will be utilized
Units: 3

This syllabus and schedule are subject to change in the event of extenuating circumstances.

Course Description

This computer-based course is an introductory class that covers the basic computer skills, concepts, and essential software needed to work successfully in the "visual technology" fields of computer graphics, computer animation and interactive media. This class will help develop a fundamental understanding of how computer graphics work and are developed and will include digital image concepts such as vector and raster images, color modes and key graphic design elements. Students will learn the use of general computer skills such as file organization for projects, keyboard shortcuts, using local area networks, and using proper file suffixes.

Key software applications such as Adobe Photoshop and will be covered for raster image editing, Adobe Illustrator for vector image editing, and Flash for interactive animation for the Web.

Upon completion of the course the student will:

- Have a solid understand of the interface, keyboard shortcuts, drawing, painting and selection tools used in **Photoshop 7**; use the selection tools to isolate areas of the image for editing, and use the painting tools and be able to perform basic image retouching edit and color correct images, using color modes, channels, Levels and Color Balance.
- Be able to import images into the computer using scanning software, digital cameras, and using other art resources (e.g. stock art) for manipulation
- Have a basic understanding of the interface and tools of **Adobe Illustrator 10**; controlling the Illustrator palettes and switching between artwork and outline views, selecting and modifying paths using the selection tools, drawing and applying color to basic shapes and how to use the pen tool to draw straight lines and curves
- Have a fundamental understanding of the software program **Macromedia Flash MX**, with an introduction to the interface, drawing, painting tools, the library and timeline and creating simple shapes, symbols and motion graphic animations

Prerequisites

None. This course assumes no prior knowledge of computers or software applications

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Methods of Presentation:

- Lecture
- Discussion
- Demonstration
- Hands-on
- Critiques
- Blackboard: http://csuci.blackboard.com/

I will hold you responsible for checking Blackboard and your e-mail on a regular basis. I may at times find it necessary to disseminate information using this method. As students, you will need your own e-mail account to participate in Blackboard to meet course requirements. If you do not already have one, please establish an e-mail account with any e-mail acct. provider (for example: Hotmail, Yahoo mail, etc.). (Be aware that there will be no CSUCI student e-mail accounts for this semester, but may be available in the future.)

Required materials:

- 1 or more 100 MB **Zip Disks** (PC formatted) to backup and transport your work.
  Zip disks are versatile, portable, compatible, magnetic storage for computer files.

OR

- **Recordable** CD media such as a **CD**-Rs or **CD**-RWs

OR

- A **Flash** or **Portable hard drive**

Recommended but optional materials:

- **Wacom tablet & pen** (very highly recommended for drawing) are available for purchase at academicsuperstore.com, wacom.com, or at any computer store.
- Notebook/sketchbook for collecting inspirational photos, drawings and for sketching ideas

Required Textbooks:

Photoshop 7 for Windows and Macintosh: Visual QuickStart Guide by Elaine Weinmann, Peter Lourekas (2002), 616 pp. Peachpit Press, ISBN 021716143

At amazon.com for $17.49

Illustrator 10 for Windows and Macintosh: Visual QuickStart Guide by Elaine Weinmann, Peter Lourekas (2002), 616 pp. Peachpit Press, 020177321X

At amazon.com for $17.49

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Visual QuickStart Guide Flash MX for Windows and Macintosh by Katherine Ulrich, (2002), Peachpit Press, 624 pp.ISBN: 0201794810,

At amazon.com for $17.49

Highly Recommended Textbooks:

<u>The Photoshop 7 Wow! Book</u> (with CD-ROM) by Linnea Dayton, Jack Davis**,** 500 pp. Book & CD edition (2003) Peachpit Press; ISBN: 0321123972

At amazon.com for $34.99

<u>New Masters of Photoshop</u> by Tim Bird, Mike Cina, et al., (2001) friends of ED, 544 pp. ISBN 1903450624

At amazon.com for $41.99

Required Software:

This course requires that you have access to the current versions of Photoshop, Illustrator and Flash. These are available on the computers in the computer lab for your use.

- ✍✍Adobe Photoshop 7 software for Mac or PC
- ✍✍Adobe Illustrator 10 software for Mac or PC
- ✍✍Macromedia Flash MX software for Mac or PC

If you do not have a home computer, The Art Complex here at school has a **Mac computer lab** that you will have access to by taking this course. (Please check with the lab for hours of operation).

If you are planning on buying this software check for student discounts at:

- ✍✍
- ✍✍ www.academicsuperstore.com
- ✍✍ www.journeyed.com
- ✍✍ www.campustech.com
- ✍✍ www.gradware.com
- ✍✍ www.studica.com

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Free Trial Downloads of Software used in this class:

Adobe offers a trial copy of Photoshop 7
http://www.adobe.com/products/photoshop/main.html

Adobe offers a trial copy of Illustrator 10
http://www.adobe.com/products/illustrator/main.html

Macromedia offers a free, 30-day trial copy of Flash MX.
http://www.macromedia.com/software/flash/download/

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Methods of Evaluation:

The final student grade in this course will be based on a combination of in-class projects, homework assignments which will include a midterm and final project, quizzes, class attendance and participation. **Full attendance and participation** is especially necessary since homework assignments must reflect successful solutions to the issues raised in class.

You are expected to spend time outside of this class on the computer practicing the concepts covered in class, be it at home or in the Computer Lab. There is no substitute for putting time in on the computer.

Your performance will be evaluated by your ability to successfully complete a series of assigned tasks **on time** (as if I was a real client expecting a completed job). Weekly assignments will be given as we progress through the course material. You are expected to complete **all** assignments. Written or practical quizzes will test you on the information you have learned about specific computer software and concepts covered in class.

- Attendance and Participation 10%
- Assignments 35%
- Quizzes 5%
- Midterm Project 20%
- Final 30%

Grades will be as follows:

A	Exceptional
B	Above average
C	Average
D	Below Average
F	Failing (or project not complete)

Please note that I will be utilizing **+/- grading** to more precisely reflect your grade in this course.

Cheating, plagiarism, or other forms of academic dishonesty will affect your grade adversely, as will non- attendance and late arrival to class and early departure from class.

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Attendance:

This is important, and part of showing commitment and serious work attitude. As such, *class attendance and participation can strongly influence your grade in the course* since it reflects your dedication and commitment. Being on time is equally important, since instructions start when class starts. If you are frequently late, that will influence your grade.

*When absent, you are responsible for missed information; exchange phone numbers with other attending students.

Classroom Policy:

Absolutely no food or drink is permitted in the lab/classroom.

I will not permit students to use classroom computers for purposes other than assignments for this class. Random web surfing, checking/writing e-mail, listening to music with earphones, participating in online chat rooms, playing games online, working on assignments for other classes and disruptive talking is very distracting to the instructor and your fellow students.

Student conduct, which disrupts the learning process, shall not be tolerated and may lead to disciplinary action and/or removal from class.

Breaks:

- We will take a 15-minute break approximately midway through class, please be prompt returning from the break
- Bathroom breaks are permitted at any time

Students with Disabilities:

If you have a disability kindly identify yourself to me so that you can receive reasonable accommodation for learning and evaluation.

Holidays / No Classes:

No class Monday, Sept. 1, 2003 – Labor Day Holiday

Final Dates:

Mon. Dec. 8, 2003, 8:00-9:50 am – Art Complex, computer lab

College use of student work:

By participating in this course, you agree to allow your work to be used by CSUCI promotional purposes. These uses include, but are not limited to, display in physical and web galleries, promotional videotapes, and printed promotional pieces. You retain complete rights to your work, and CSUCI may not use your work for non-promotional purposes without your prior agreement.

Adds & Drops:

It is the responsibility of the student to add (with my signature) or drop themselves from the class. If you wish to drop the class, do so through the CSUCI Registration Office. If I note a pattern of absences, I may drop you from the class.