COURSE INFORMATION FORM

DISCIPLINE          Graphic Design
COURSE TITLE        Computers in Design II
CR.HR     3  LECT HR. 1  LAB HR 5  CLIN/INTERN HR.  _______  CLOCK HR. _______

CATALOG DESCRIPTION
Advanced projects and tools are explored using the computer as a design tool utilizing layout, drawing, and image-editing software. Students develop advanced skills with the software and improved graphic design aesthetics. Photoshop, Illustrator, and InDesign are the software applications used.

PREREQUISITES
GDES 110

EXPECTED STUDENT OUTCOMES IN THE COURSE (ESO)

Upon completion of this course, the student will be able to:

1. Identify the role of graphic design in society and how computers can be used in the creative process.
2. Define the elements and principles of organization/design and identify their presence in graphic designs.
3. Exhibit advanced handling of typography and application of color theory.
4. Demonstrate advanced design skills while using computer applications and producing layouts, graphics, and images, according to the standards of the design field; using layout, drawing, and image-editing applications.
5. Use appropriate terminology to analyze and critique works created by students, peers, and external references.

GENERAL EDUCATION OUTCOMES (ESO)

Specify which general education outcomes, if any, are substantially addressed by the course. Numbers in parentheses identify the Expected Student Outcomes linked to the specific General Education Outcome.

<table>
<thead>
<tr>
<th>Outcomes</th>
<th>ESO</th>
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<tbody>
<tr>
<td>2. Critical Thinking:</td>
<td></td>
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<tr>
<td>B. Define, analyze, and evaluate information, materials and data</td>
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<td>4. Integrate information and see relevant relationships that broaden and deepen understanding</td>
<td>(2,3,5)</td>
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<td>3. Life-Long Learning</td>
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<td>C. Attributes of an Awareness of the Convergence of Knowledge</td>
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<tr>
<td>3. Synthesize information to facilitate application</td>
<td>(2,3,4)</td>
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<td>6. Humanities</td>
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<tr>
<td>C. Identify aesthetic standards used to make critical judgments</td>
<td>(2,3,5)</td>
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PROGRAM-LEVEL OUTCOMES

CAREER AND TECHNICAL EDUCATION PROGRAM OUTCOMES
Specify which Career and Technical program outcomes, if any, are substantially addressed by the course by completing the “Career and Technical Education template” to show the relationship between course and program outcomes to assessment measures.

1. Demonstrate the ability to learn and apply required software and technical tools according to industry standards.
2. Apply technical skills and critical thinking skills to solve visual communication problems.
3. Work with others by engaging in collaborative efforts to solve design problems and manage projects.
4. Demonstrate effective time management and communication skills – both written and oral.
5. Demonstrate professional ethics, apply effective business practices and project management skills.

CLASS-LEVEL ASSESSMENT MEASURES
Student accomplishment of expected student outcomes will be assessed using the following measures. (Identify which measures are used to assess which outcomes.)

1. Evaluations will be based on project assessments, skills testing, written and oral exams, relating to software use and the creation of graphic designs. (ESO#1,2,3,4,5)
2. Student activity and works produced will be analyzed during the class period to assess the level of student involvement in and understanding of the graphic design processes. (ESO#1,2,3,4,5)
3. Classroom critiques will be facilitated to assess conceptual and practical understanding of graphic design processes, design principles, design aesthetics, and the student’s ability to establish critical criteria for judgment and revision. (ESO#2,3,4,5)

Revised 12/9/11
Individual instructors may order this outline as fits the needs of their individual courses. In addition, they may place more emphasis on some areas than on others. What is assured is that this particular list is covered in the course. Other topics may be added to a course as the instructor sees fit, and as time and interest allow. An *asterisk can be used to mark an item as optional.

Through a series of sequential graphic design assignments the following areas will be addressed.

I. Software—General:
   Advanced mastery of industry-standard drawing software, image-editing software, layout software
   A. Tools
   B. Palettes
   C. Layers—options and organization
   D. File formats—types and use
   E. Color modes/models—appropriate for intended output
   F. Outputting
   G. Interfacing with multiple programs
   H. Filters
   I. Effects
   J. Blending
   K. Masking

II. Design
   A. Principles of organization/design
      1. Contrast/Variety
      2. Rhythm/Movement
      3. Balance
      4. Dominance/Emphasis
      5. Proportion/Scale
      6. Harmony
      7. Economy
      8. Unity
   B. Drawing software – Illustrator
      1. Pen tool—Advanced drawing skills
      2. Patterns
      3. Effects & Filters
      4. Advanced editing of shapes, strokes, paths
         a. Envelope distort
         b. Warp tools
         c. Pathfinder palette
         d. Compound shapes
         e. Clipping masks
         f. 3-D—creating & mapping artwork
      5. Type
         a. Text wrap
         b. Columns
         c. Text threading
      9. Painting tools
         a. Brush
         b. Gradients
         c. Mesh
         d. Filters
         e. 8. Importing files
f. 9. File setup for use in other design applications

C. Image-editing software – Photoshop
1. Image size & resolution
2. Color Gamuts
3. Brushes—creating and modifying
4. Retouching
5. Color & Adjustments
6. Layer comps
7. Layer options & styles
8. Adjustment and Fill layers
9. Smart Objects
10. Pen tool for selection
11. Filters
12. Clipping Paths
13. Masks
14. Type
15. Saving & Exporting for use in other design applications

D. Software used for Layout – InDesign
1. Page setup
2. Advanced layout design principles
3. Type formatting
   a. Character palette
   b. Paragraph palette
   c. Line spacing/Leading
   d. Word spacing/Kerning/Tracking
   e. Text flow across pages
4. Layers and organization of elements
5. Margins and Guides
6. Multiple-page documents—Pages & Spreads, Masters
7. Grids & Columns
8. Creating and applying color
   a. Trapping
   b. Spot color/Pantone
   c. 4/Color process
9. File preparation for output/printing
   a. File management/organization
   b. Collect images
   c. Collect fonts
   d. Preflight – color modes, broken links

E. Color
1. Color palettes
2. Color models/modes & Gamuts
3. Spot color—Pantone
4. 4/Color (process) color
5. Color separations
6. Color output—issues in production

F. Typography
1. Fonts, families
2. Type tools in software used
   a. Character formatting
   b. Paragraph formatting
3. Applying color
4. Visual hierarchy
5. Readability
6. Ligatures
7. Collect fonts for output

III. Studio skills
A. Presentation
B. T-square/metal straight-edge
C. Cutting tools
D. Matting/mounting

IV. Critical Thinking
A. Generating a concept
B. Illustrating a concept
C. Reworking a concept
D. Working within a team/collaborative
E. Production of a concept
F. Analyzing and critiquing concepts and execution