

CSC / FAR 020 - Computer Graphics, Spring, 2010 Syllabus

CSC / FAR 020.030 - Computer Graphics, Rohrbach Library 16, TuTh 4:30-5:50 PM.

Dr. Dale E. Parson, Old Main 260, parson@kutztown.edu, 484-646-4296

Office Hours: M 10-11:30, Tu 2:30-3:30, W 10-11:30, Th 1:30-2:30, and by appointment

<http://faculty.kutztown.edu/parson/>

This course is designed to allow students to explore the graphic capability of a microcomputer. No programming experience is required. Topics will include: word processing, object-based drawing, Postscript-based drawing, scanned images, paint-based drawing and desktop publishing. This course is not applicable anywhere in Category IV of General Education. No prerequisites.

Weinman and Lourekas, *Photoshop CS3* and *Illustrator CS3: Visual Quickstart Guides*. Berkeley, CA: Peachpit Press. 2007. (2 books, both optional)

This course is an introduction to using hardware and software tools for the capture, manipulation, storage, retrieval, and deployment of digital images. Digital imagery is a medium with application in fine art, graphic design, multimedia and web-based presentation and interaction, history, and in general as an extension of visual memory. We will concentrate on introducing the medium. See

<http://www.kutztown.edu/acad/commdes/>

<http://www.kutztown.edu/acad/finearts/site/Welcome.html>

<http://cs.kutztown.edu/>

Communication Design

Fine Arts

Computer Science

Grading (on an A-90, B-80, C-70, D-60 scale)

The grade is will be evenly divided among all project assignments. There are **eight** projects in the plan. I will not accept late projects. Everyone needs to use the first assignment to learn how to get zip archives of properly named and documented projects to my network Inbox. Do not save work only on Mac desktops or on thumb drives.

Assignment grading criteria

40% Turn in by the deadline a zip archive of files or printed output (as specified by the particular assignment) that fulfills the basic project requirements.

20% Use appropriate tools, files and steps as described in your project log.

This step requires some writing and file management.

10% Include starting imagery, work-in-progress midpoint imagery, and final result.

10% Participate in classroom hands-on sessions, discussions and critiques.

Be ready to discuss what you have written in your project log.

10% Show improvement with each project. I reserve these 10% for either excellent visual compositions, or for evidence of work done well beyond the basic project checklist. Just satisfying the checklist earns a grade of 90% at best.

10% The final result of each project should be seamless, with no unintended artifacts.

You may openly discuss project ideas, images and tools.

You may not work on another student's projects.

Class attendance is not mandatory, but classroom participation contributes to your grade. You are responsible for all material covered in class. You are responsible for knowing whether you missed turning in an assignment. Please, there should be no classroom conversations, cell phones, text messaging, using computers for non-course activities, eating, sleeping, obscenities, listening to music or other disruptions of the class. Thank you.

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Week	Text	Topics
1	P 1, 3, 4, 10, 27 (skim)	Mac OSX UI, file management, Photoshop & Bridge UI. Project 1: Capture/manipulate a screen shot, due class 3.
2	P 2, 3, 26, 6	Digital color, camera & image, pixels, resolution, size, I/O. Project 2: Optical vs. software zoom resolution, due class 6.
3	P 6, 7, 8	Selection, cropping, rotation, layers. Project 3: Scanning, cropping, using layers, printing, due class 9.
4	P 9	Combining images.
5	P 11,14,16 skim 12, 13	Tonal and color adjustments and modes, using brushes. Project 4: Composite image, light level / contrast, due class 12.
6	P 17, 18	Refocus, Retouch. Project 5: Touching up a self portrait, due class 15.
7	P 19	Blending layers, layer masks, clipping masks.
8	P 21, 22 1st sections	Introduction to filters and type. Project 6: Multi-layer portrait in a setting, due class 18.
9	I 1-4, 7, 8, 9 (skim), I 13	Introduction to Illustrator, Type, Using the Pencil tool.
10	I 6, 10, 11	Geometric shapes, move, scale, rotate, shear, reshaping. Project 7: Introductory Illustrator project, due class 24.
11	I 14, 16, 28	Manipulating color, layers, symbols. Live Color.
12	I 12, 19	Tracing, importing and using raster images. Project 8: Multi-layer Illustrator/PhotoShop composite illustration, due finals week.
13	I 15, 22	Introduction to the pen tool and brushes.
14	I 17, 18	Special topics and working session.
15		The final exam period will be a working session.