

**HERKIMER COUNTY COMMUNITY COLLEGE
COURSE OUTLINE**

DIVISION: Humanities
COURSE TITLE: Introduction to Computer Graphics and Design
COURSE NUMBER: HU 146
CREDIT: 3 Hours (2,2)
DATE: REVISED Spring 2006
GRADE TYPE: Letter Grade
PREPARED/REVIEWED BY: Blake Pitcher

COURSE DESCRIPTION

This course is designed to provide the principles of computer-based graphic design using vector-based drawing and photographic image editing software. Students will create original graphic art and generate composite art based on digital images. Emphasis will be placed on the creative process and how technology, just as traditional mediums, can be used to generate esthetically pleasing graphic art.

COURSE OBJECTIVES

The student completing this course will be able to:

1. Demonstrate a working knowledge of formal design elements which includes layout, color theory, and composition.
2. Perform basic computer skills needed to create graphic art using bitmap and vector-based graphics and animation software,
3. Create unique computer images for print and on-line media.
4. Demonstrate ability to export graphics to Print and Web publishing software.
5. Critique and discuss the aesthetic content of all visual media.

OUTCOMES

1. Students will use vector-based drawing and photo-editing software to create images as measured on the scale listed below;
2. Students will show evidence of the mastery of basic computer graphic skills as measured on the scale listed below;
3. Each student will submit a portfolio which includes original graphic art showing evidence of the application of creative arts to computer technology.

Outcomes will be calculated as follows:

- 90% of the time or greater – exceeds standard
- 80-89% of the time – exceeds standard
- 70-79% of the time – meets standard
- 60-69% of the time – approaches standard
- Below 60% of the time – does not meet standard

MAJOR DIVISIONS OF SUBJECT MATTER

- I. Introduction
- II. Demonstration of Computer System
- III. Introduction to Computer Images
- IV. Bitmap/Vector Editing
- V. Vector-Based Drawing and Animation
- VI. Creating photo composites using Bitmap graphics software
- VII. Creating graphics and drawings with vector graphics software
- VIII. Exporting images and appropriate file formats and extensions for print and on-line media.

COURSE REQUIREMENTS

Please see individual instructor's syllabus.

EVALUATION/GRADING

Please see individual instructor's syllabus.

TEXTBOOK

Please see individual instructor's syllabus.

CLASSROOM POLICIES

Cell phones, food, drink, and inappropriate language are not allowed in class. Regular attendance and punctuality are expected.

Please see individual instructor's syllabus for a more detailed explanation of classroom policies.