

Art 215 - Introduction to Computer Graphics/Key Assignments Student Learning Outcomes

Proficiency Levels*	Key Assignments	Student Learning Outcomes/SLOs Students will be able to:
*I - Initial, E- Emerging, D - Developed, HD - Highly Developed		
E	Illustrator Project 1: Five Icon Project	<p>Describe the difference between bitmap and vector art. Demonstrate basic knowledge of graphic production using Adobe Illustrator as the tool. Create original artwork within Illustrator through the use of shape/ line creation tools and shape/line transformation tools. Manipulate original artwork within Illustrator, specifically using the transformation, alignment and selection tools. Formulate a system of legible icons using Illustrator as the tool that graphically work in harmony. Apply appearance attributes and graphic styles to objects.</p>
D	Illustrator Project 2: Map Project	<p>Operate Illustrator effectively and efficiently, demonstrating intermediate knowledge of tools, artboards, panels, workspaces and document layers. Apply color to original artwork, and demonstrate knowledge of color groups, color harmonies and color books. Create original brush strokes and patterns and demonstrate an ability to apply these to shapes and lines. Generate and edit type in Illustrator, demonstrating specific knowledge of text attributes, styles, text on paths and warping text. Use Illustrator to create a system of visual language (quality of line, fill, effects and color palette) that supports an original concept.</p>
E	Photoshop Project 1: Editorial Cover	<p>Articulate an understanding of image resolution and size. Articulate an understanding of image file types and their uses (JPG, TIFF, PSD, PNG and GIF). Demonstrate basic knowledge of image manipulation using Adobe Photoshop as the tool. Use a range of methods to make selections, refine selections and save selections within Photoshop . Manipulate images within Photoshop, including adjustments to contrast, tonal range, brightness, sharpening, and color format. Create a multi-layered image within Photoshop; demonstrating knowledge of layers and the layers palette.</p>
D	Photoshop Project 2: Editorial Cover (Series)	<p>Demonstrate intermediate knowledge of image manipulation using Adobe Photoshop as the tool. Make adjustments to photos using adjustment layers. Create masks using layers masks and the quick mask tool. Apply type to Photoshop images. Use Photoshop to create a series of layered images that incorporate multiple source files, type, effects and adjustment layers. Define and recall terminology specific to working in Photoshop (white balance, exposure, contrast, sharpness, tone curves).</p>

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E	InDesign Project 1: Editorial Spread	<p>Demonstrate basic knowledge of graphic production using Adobe InDesign as the tool.</p> <p>Manage and manipulate digital assets (bitmap and vector graphic formats) imported into InDesign.</p> <p>Define and recall fundamental typographic concepts and terminology.</p> <p>Create and manage copy within InDesign, including importing, threading and wrapping text through a multi-page layout.</p> <p>Create and use Master Pages and auto-page numbers.</p> <p>Apply color to type, image and vector graphics within InDesign.</p>
D	InDesign Project 2: Multi-Page Editorial Spreads - Sequential Design	<p>Operate InDesign effectively and efficiently, demonstrating intermediate knowledge of tools, panels, workspaces and document layers.</p> <p>Identify grids used in professional graphic design layouts.</p> <p>Create and design within original typographic grids created in InDesign.</p> <p>Demonstrate intermediate type-setting capabilities within InDesign, such as columns, splitting and spanning text boxes, tables, hanging punctuation and paragraph rules.</p> <p>Successfully prepare and deliver a document for professional production.</p> <p>Create paragraph, character, and object styles and be able to make global changes to the styles in a document.</p>