

INTRODUCTION TO COMPUTER GRAPHICS
ART 2002-1/ 3 Units
Point Loma Nazarene University / Spring 2024

Professor: Sage Serrano, MFA

Class Days: Tuesday & Thursday

Class Time: 2:30 PM - 4:50 PM

Classroom: Ryan Library 216

Email: sserrano@pointloma.edu

(Allow for 24hr response except for weekends)

Office Hours: By appointment

(please email to schedule)

COURSE DESCRIPTION

Introductory experiences in the creation and production of computer-generated images. Includes the use of graphics software to combine image, text and technology; including Adobe Illustrator, Adobe InDesign and Adobe Photoshop.

LEARNING OUTCOMES

Upon successful completion of the course students will be able to...

- Demonstrate effective and efficient use of Adobe Illustrator, Adobe Photoshop, and Adobe InDesign.
- Identify and define key terminology and tools specific to Adobe Illustrator, Adobe Photoshop, and Adobe InDesign.
- Produce original, thoughtful and creative graphic design that is built to industry standards.
- Discuss design decisions, as well as thoughtfully and respectfully critique the work of fellow students.

METHODS

Instruction will be given through: class lectures, demonstrations, small group discussions, one-on-one discussion with the instructor, videos, hands on projects, class critiques, and peer reviews.

ATTENDANCE

Attendance at all class sessions is required. Attendance in class means that you are prepared for class with all necessary materials, and actively engage with the discussions or working on your project during the entire class period. Exceptions to the attendance policy will be made on a case by case basis, please communicate with me via email in advance of absences. Excessive absences may result in you being dropped from the course.

Regular and punctual attendance at all class sessions is considered essential to optimum academic achievement. If the student is absent for more than 10 percent of class sessions, the faculty member will issue a written warning of de-enrollment. If the absences exceed 20 percent, the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation.

- Missing four classes will result in your final grade being reduced by one letter grade.
- Missing five classes will result in your grade being reduced by two letter grades.
- Missing six classes will result in failure of the class.

- Coming to class late three times is equivalent to one absence.
- If you need to miss class because you are sick or have an emergency, please communicate this with me via email.

STUDENT CONDUCT

- **NO** headphones/air pods are allowed to be worn during class lectures or demos.
- Cell phones should be on silent and refrained from using during class.
- Arrive on time and be prepared to participate in all class activities, projects, discussions, and critiques. Each student is expected to contribute to the discussion.
- Bring all necessary tools and supplies, this means having them with you at the start of class. Coming to class unprepared is the same as an absence.
- It is likely that students will need to spend time outside of class to finish completing assignments.
- To receive a grade on your coursework you will need to submit a photograph of the finished project to canvas on the due date.
- Your work may be photographed/documentated for educational purposes.
- Use of stock templates or clip art in place of student design work will be prohibited and will result in an automatic F on the assignment.

PLNU ACADEMIC ACCOMMODATIONS POLICY

PLNU is committed to providing equal opportunity for participation in all its programs, services, and activities. Students with disabilities may request course-related accommodations by contacting the Educational Access Center (EAC), located in the Bond Academic Center (EAC@pointloma.edu or 619-849-2486). Once a student's eligibility for an accommodation has been determined, the EAC will issue an academic accommodation plan ("AP") to all faculty who teach courses in which the student is enrolled each semester.

PLNU highly recommends that students speak with their professors during the first two weeks of each semester/term about the implementation of their AP in that particular course and/or if they do not wish to utilize some or all of the elements of their AP in that course.

Students who need accommodations for a disability should contact the EAC as early as possible (i.e., ideally before the beginning of the semester) to assure appropriate accommodations can be provided. It is the student's responsibility to make the first contact with the EAC.

STATE AUTHORIZATION

State authorization is a formal determination by a state that Point Loma Nazarene University is approved to conduct activities regulated by that state. In certain states outside California, Point Loma Nazarene University is not authorized to enroll online (distance education) students. If a student moves to another state after admission to the program and/or enrollment in an online course, continuation within the program and/or course will depend on whether Point Loma Nazarene University is authorized to offer distance education courses in that state. It is the student's responsibility to notify the institution of any change in his or her physical location. Refer to the map on [State Authorization](#) to view which states allow online (distance education) outside of California.

PLNU MISSION

To Teach ~ To Shape ~ To Send

Point Loma Nazarene University exists to provide higher education in a vital Christian community where minds are engaged and challenged, character is modeled and formed, and service is an expression of faith. Being of Wesleyan heritage, we strive to be a learning community where grace is foundational, truth is pursued, and holiness is a way of life.

FINAL EXAMINATION POLICY

Successful completion of this class requires taking the final examination on its scheduled day. The final examination schedule is posted on the [Class Schedules](#) site. No requests for early examinations or alternative days will be approved.

PLNU COPYRIGHT POLICY

Point Loma Nazarene University, as a non-profit educational institution, is entitled by law to use materials protected by the US Copyright Act for classroom education. Any use of those materials outside the class may violate the law.

PLNU ACADEMIC HONESTY POLICY

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. Academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for that assignment or examination, or, depending on the seriousness of the offense, for the course. Faculty should follow and students may appeal using the procedure in the university Catalog. See [Academic Policies](#) for definitions of kinds of academic dishonesty and for further policy information.

SPIRITUAL CARE

Please be aware PLNU strives to be a place where you grow as whole persons. To this end, we provide resources for our students to encounter God and grow in their Christian faith. If students have questions, a desire to meet with the chaplain or have prayer requests you can contact the [Office of Spiritual Development](#).

ARTIFICIAL INTELLIGENCE (AI) POLICY

You are allowed to use Artificial intelligence (AI) tools to generate ideas, but you are not allowed to use AI tools to generate content (text, video, audio, images) that will end up in any work submitted to be graded for this course. If you have any doubts about using AI, please gain permission from the instructor.

GRADING

At the beginning of each section, one design project will be assigned. You will be expected to work through this project as we go through that section. Each project will have a rubric and deliverable date at the end of that section. At these deliverable dates, we will have an in-class critique. Critiques serve as the main "tests" of our class. The primary purpose of critique is to practice utilizing the language from the elements of art and principles of design, terminology we have covered in class, this is an essential skill for professional artists and designers. Dialogue

and constructive criticism also help the artist/designer recognize the strengths and weaknesses of their work and others. Each student is expected to contribute to the discussion. In fact, your participation grade is based in part on your willingness to join in on the discussion during the critique. Attending all critiques and working diligently during studio time is crucial to maintaining your grade in the class. All assignments must be turned in through Canvas to receive credit, grades will be posted regularly on Canvas.

In each design program we will be learning new skills. It's important to explore these skills on your own through small in class exercises to help them set in and be memorable. One exam will be given for each software section of the class. These exams will be covering material from in class lectures, discussions, and readings.

LATE WORK POLICY / MISSING CRITIQUE

Late or incomplete projects will **NOT** be critiqued and you will miss participation points for not having your project completed at the start of critique. There will be no opportunity to make up for these points lost for missing a critique. Projects turned in late will receive an automatic **-25% initial deduction** for not being turned in class on time on critique day, and will only be accepted **one week** from the original due date of the assignment. Exemptions of this policy will only be made if you have discussed with me via email in advance of the due date (not the day before) of a special circumstance or emergency. If you miss critique these points cannot be made up as it is done as a class discussion.

CLASS BREAKDOWN

Design Projects 60%

Software Knowledge Exams 20%

Class Exercises 20%

Total = 100

All coursework will be graded on a traditional percentage scale:

A 100-94%

C 77-73%

A- 93-90%

C- 72-70%

B+ 89-88%

D+ 69-68%

B 87-83%

D 67-63%

B- 82-80%

D- 62-60%

C+ 79-78%

F below 59%.

COURSE SCHEDULE

Intro: Syllabus and Intro to the adobe interface and creative cloud

Module 1: Weeks 2-5: Adobe Illustrator

Module 2: Weeks 6-11: Adobe Photoshop

Module 3: Weeks 12-15: InDesign

Finals: Class Showcase

REQUIRED MATERIALS

- Sketchbook
- Pen/Pencil
- [Adobe Creative Cloud Demo and Monthly Student Plan](#)
- [Links to an external site.](#) Having a paid Adobe Creative Cloud account is only required if you plan to work off campus.
- Adobe Illustrator, Photoshop, InDesign
- [Adobe Design Basics 2023 \(eBook\)](#)