Roane State Community College
Computer Art and Design

Syllabus   Computer Art I   Art 142

Fall Semester 2011

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Class site/blog: www.rscccompart.blogspot.com

Materials: Portable media such as a jump drive or writeable discs to back up your work.

Required Text Book: Adobe Illustrator CS5 and Adobe Photoshop CS5 Classroom in a book

Grades: 90 % percent of your grade will be based on your projects and test(criteria for evaluating the projects will be based on the time spent on the project and it's originality).

10% of your grade will be based on class participation.

Attendance: Attendance is mandatory. **On your 3rd absence your grade drops a letter. 4 absences your grade drops another letter. 5 absences automatic failure of the course.**

Absences accrue from the first scheduled class meeting, and late arrivals and early departures are considered half absences. Additionally, written excuses, such as those from a doctor are unnecessary. All students have a number of absences they can use for such purposes. If students must exceed the allotted number of absences, they will not fulfill the course obligations or adequately learn the material.

When students miss an excessive number of classes they are advised to withdraw from the class under the "Withdrawals and Honorable Dismissals" section as described in the RSCC catalog. However, students who receive financial aid should first check with the Financial Aid Office before withdrawing to ensure that such action does not jeopardize their aid or necessitate early repayment.

Important, since instructions start when class starts. Arriving late disrupts the class and disrupts me!! If you make a habit of being over 5 minutes late for class, your grade will suffer. You are responsible for finding-out from fellow classmates what you missed and making sure you keep- up with instructions and assignments.

Grades: Aside from attendance and class participation, your performance will be evaluated by your ability to successfully complete a series of assigned tasks on time (as if I were a real client
expecting a completed image). Mini-projects will be assigned as we progress through the course material. You are expected to complete all assignments. I will treat you as a responsible, mature person and will expect you to meet your commitments in a professional manner.

Course Map

Week 1	Mac Skills/Sumopaint		Week 7	Graphing
Week 2	Intro to Photoshop		Week 8	Layout Design
Week 3	Raster Graphics		Week 9	"
Week 4	Vector Graphics Illustrator		Week 10	"
Week 5	Layers/Manipulation		Week 11	Final Projects
Week 6	Scanning/ Photo editing		Week 12	Final Projects
			Week 13-15	Review, Critiques
				Exam

COMPUTER ART I   PROJECT LIST

[ ] Project 1- Introduction to the course, using a macintosh, general computing skills, sumopaint assignment.

[ ] Project 2- In a "RASTER" paint program, do four paintings or drawings. They can be realistic, primitive or abstract. Be sure to use and experiment with the pencil tool, the airbrush tool, and various brush tips. In one of the paintings create a design using various fills and textures. Add interest to your designs by assigning different transparency levels to various brushstrokes.

[ ] Project 3- Invent your own currency. Use a "vector" program.

[ ] Project 4- Import clip art image and use it as the center focus of a poster or flyer design. Further enhance the poster with typography and graphic elements (boarders, tone panels, and other principles of art)

[ ] Project 5- Repeat project four but use a scanned image, photo, or drawing as the center focus.

[ ] Project 6- Create two graphs in a "VECTOR" program. (one bar, one pie, and one any other). Enhance the graphs artistically using techniques learned from previous assignments.

[ ] Project 7- Design a business card, letterhead, and invoice for a company of your choice or invention using a pagination program (pagemaker).

[ ] Project 8- Design two pages of a newsletter or powerpoint presentation for a real or fictitious business, organization, or cause of your choice. It must include: a banner (masterhead), 1 graph, 1 photo, headlines, and artistic graphic elements to make it look organized and professional. Review your graphic design handout and incorporate as many unifying devices as possible! Use pagemaker.

[ ] Project 9- Draw a floor plan of your dream house. Be creative. Use a vector program. Refer to the examples.

[ ] Project 10 -12 Choose from the optional project ideas.