**BARTON COMMUNITY COLLEGE**

**COURSE SYLLABUS**

# **GENERAL COURSE INFORMATION**

Course Number: ARTS 1245

Course Title: Computer Graphics

Credit Hours: 3

Prerequisites: ARTS 1202 Design I and ARTS 1205 Graphic Design or consent of instructor.

Division/Discipline: Academics/Fine Arts

Course Description: This computer art and design course is designed to introduce students to the basics of computer technology and how designers and artists use this tool to solve visual problems in graphic design and studio art. Emphasis will be placed on individual expression and acquiring skills to effectively communicate with the use of a computer. Students will be introduced to the fundamentals of computer graphics through lecture, presentations, discussion and hands-on-experiences.

# **INSTRUCTOR INFORMATION**

# **COLLEGE POLICIES**

## Students and faculty of Barton Community College constitute a special community engaged in the process of education. The College assumes that its students and faculty will demonstrate a code of personal honor that is based upon courtesy, integrity, common sense, and respect for others both within and outside the classroom.

## Plagiarism on any academic endeavors at Barton Community College will not be tolerated. The student is responsible for learning the rules of, and avoiding instances of, intentional or unintentional plagiarism. Information about academic integrity is located in the Student Handbook.

## The College reserves the right to suspend a student for conduct that is determined to be detrimental to the College educational endeavors as outlined in the College Catalog, Student Handbook, and College Policy & Procedure Manual. (Most up-to-date documents are available on the College webpage.)

## Any student seeking an accommodation under the provisions of the Americans with Disability Act (ADA) is to notify Student Support Services via email at [disabilityservices@bartonccc.edu](mailto:disabilityservices@bartonccc.edu).

# **COURSE AS VIEWED IN THE TOTAL CURRICULUM**

Computer Graphics is an approved general education course at Barton Community College, which can be used to fulfill degree requirements as a depth fine arts course in the humanities division. In addition, it is recommended to be taken by students enrolled in the fine arts programs at the college including graphic design, art education, general art, and certain two-year graphic design media programs.

This course transfers as a degree requirement for the student majoring in the area of fine arts. It transfers for credit to all four-year colleges and Kansas Regents Universities, and may be used to help fulfill some program requirements. However, program requirements vary among institutions, and perhaps even among departments, colleges, or programs within an institution. Institutional requirements may also change without prior notification. Students are responsible for obtaining relevant information from intended transfer institutions during his/her tenure at Barton County Community College to ensure that the courses he/she enrolls in are the most appropriate set of courses for the transfer program.

# **ASSESSMENT OF STUDENT LEARNING**

Barton Community College is committed to the assessment of student learning and to quality education. Assessment activities provide a means to develop an understanding of how students learn, what they know, and what they can do with their knowledge. Results from these various activities guide Barton, as a learning college, in finding ways to improve student learning.

Course Outcomes, Competencies, and Supplemental Competencies:

1. Develop skills that will enable the student to effectively communicate their concepts through computer imaging.
   1. Write an objectives statement.
   2. Gain skill for working in a multi-layered environment.
2. Apply computer technology toward the solution of problems in communications, artistic creativity and research.
   1. Design layouts using creativity and imagination.
   2. Design using the formal elements—line, shape, color, value, texture, and format.
   3. Apply the principles of design—balance, emphasis, rhythm, and unity.
   4. Incorporate the graphic elements—format, type, and visuals—in a successful design composition.
   5. Manipulate graphic space to create depth.
   6. Transfer hand-drawn thumbnail sketches to the computer using desktop publishing and image editing software.
   7. Incorporate scanned elements into their designs.
3. Refine typography skills to aid in communication of a message to a target audience.
   1. Maneuver text and graphics in a layered environment.
   2. Learn to work with curves and complex text elements.
4. Provide the opportunity to become familiar with current technology in order to develop new ways of thinking and problem solving.
   1. Design effective single and multiple page layouts and complete pre-press production.
   2. Prepare all assignments for the press.
   3. Set trapping for a document.
   4. Prepare files for color separation.
5. Prepare the student for more advanced imaging courses.
   1. Evaluate and critique their own projects as well as the work of other students in the class.
   2. Compile an effective professional job portfolio.
   3. Determine the positive and negative impact their design may have on the human experience of all people, not just their target audience.

# **INSTRUCTOR'S EXPECTATIONS OF STUDENTS IN CLASS**

# **TEXTBOOKS AND OTHER REQUIRED MATERIALS**

# **REFERENCES**

# **METHODS OF INSTRUCTION AND EVALUATION**

# **ATTENDANCE REQUIREMENTS**

# **COURSE OUTLINE**