BARTON COMMUNITY COLLEGE

**COURSE SYLLABUS**

**Fall 2009**

1. **GENERAL COURSE INFORMATION**

Course Number: GRPH 1056

Course Title: Vector Image Development

Credit Hours: 3

Prerequisite: None

Division/Discipline: Technical Education /Business Technology

Course Description: This course is for individuals interested in learning the basics of vector image development. The course is computer based and focuses on how to communicate through design. Issues fundamental to layout, typography, and vector-based illustration will be covered, perfectly suited to any student who will be responsible for illustrations or graphics of any type. A leading drawing application software package will be utilized in this course. It includes transformations, trapping, continuous-tone images, perspective grids, three-dimensional drawings, and graphic tool.

1. **CLASSROOM POLICY**

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.

The College reserves the right to suspend a student for conduct that is detrimental to the College’s educational endeavors as outlined in the College Catalog.

Plagiarism on any academic endeavor at Barton Community College will not be tolerated. Learn the rules of, and avoid instances of, intentional or unintentional plagiarism.

Anyone seeking an accommodation under provisions of the Americans with Disabilities Act should notify Student Support Services.

1. **COURSE AS VIEWED IN THE TOTAL CURRICULUM**

This course is designed for students who wish to learn the basics of vector image development using a popular software package. Students will create many illustrations while strategies for efficient execution are discussed and practiced. The course covers drawing, typography, compound paths, special effects, three-dimensional objects, layers, masks, patterns, graphs, blends, and filters, custom color and printing. Students will also learn how to incorporate their work into other software applications.

This course represents one course in the Graphic Design Media Specialist Program. Students completing the Graphic Design Media Specialist Program receive an Associate in Applied Science Degree.

Please see instructor for transferability. The transferability of all college courses will 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 to obtain relevant information from intended transfer institutions to insure that the courses the student enrolls in are the most appropriate set of courses for the transfer program.

1. **ASSESSMENT OF STUDENT LEARNING/COURSE OUTCOMES**

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.

Students completing this course will be able to:

1. Understand and be able to navigate the Illustrator environment
2. Learn and gain skill using drawing tools
3. Create and manipulate paths, type, and objects
4. Work with graphics in a layered environment
5. Create vector images to enhance advertising and business applications
6. Utilize special effects and gradients
7. Create multiple illustrations using strategies for easy execution
8. Isolate with a mask, and employ compound paths
9. Work with blends
10. Design patterns
11. **COURSE COMPETENCIES**

After completing this course, students will have mastered the following competencies. The competencies include, but are not limited to the following:

1. State the basics of a vector image software package
2. Demonstrate the skills in utilizing the tools to create computer generated designs
3. Use vector art terminology in communication and discussion of projects.
4. Create basic shapes
5. Create, rotate and resize objects
6. Transform objects
7. Select and group objects
8. Define vocabulary terms associated with proper imaging procedures.
9. Determine the techniques for modifying images
10. Combine various types of images
11. Obtain a working knowledge of proper imaging procedures
12. Utilize guides Blend shapes and colors Create watercolor or airbrush effects
13. Analyze the role of using vector software in the conservation of time for image creation
14. Develop digital pre-press images which are ready for output
15. Format and import text Prepare graphics for web publications
16. Create objects with advanced pen tool techniques
17. **INSTRUCTOR’S EXPECTATIONS OF STUDENTS IN CLASS**
18. **TEXTBOOKS AND OTHER REQUIRED MATERIALS**

1. **REFERENCES**
2. **METHODS OF INSTRUCTION AND EVALUATION**

**X. ATTENDANCE REQUIREMENTS**

1. **COURSE OUTLINE**