**Syllabus: ArtC 1302 ComDes Foundation II, Introduction to Computer Imaging**

Instructor: David Shanks
　　　　　Office: JCM 3115　　　　　Office Hours: Weekdays by appointment only
　　　　　mailto:ds42@txstate.edu

**Course Description**

This course will provide an introduction to the primary and perhaps the ultimate tool of the visual communicator: the computer.

The course will progress through a comprehension of basic Apple Macintosh computer terminology, operating systems and interface. Specific emphasis will be placed upon effective systems and strategies for storing, organizing, transferring, and utilizing data created by various software applications.

This course will provide a foundation to the operating strategies of digital drawing, painting, and page layout applications which will provide the basis for all digital graphic design, art direction, and multimedia work. The software applications covered include Adobe Illustator, Adobe Photoshop, and QuarkXPress.

**Goals and Objectives of the Class**

To develop a strong understanding of Macintoh terminology, operating system interface and equipment utilization.

To develop a comprehension of various programs and understanding the differences between graphic software. Additionally, understanding the Macintosh principles behind all software applications so that independent exploration may be achieved with other software programs.

By achieving a development of these basic skills and concepts, the student will begin to explore and develop the appropriate role of the computer within the design process.

**Class Attendance and Critique Policy**

Punctuality and attendance are mandatory. You are allowed one excused absence. Every absence afterwards lowers the grade 10 points (one grade). Arriving more than 10 minutes late or leaving early constitutes a 1/2 absence. If you are absent and have a doctor's note, you MUST present the note at the beginning of the next class. If you do not feel you can follow these policies, I strongly suggest you drop this course now. *I do not repeat lectures, instructions, or and data given during class*. It is your responsibility to retrieve information from a fellow student. A calendar of the semester's work and assignments due are outlined for you ahead of time. It is your responsibility to turn the work in by the deadline or beforehand. If you know ahead of time you are going to miss a class, let me know. You may leave a message or a note in my mailbox at the main office.

Students that miss an assigned critique/project will receive a grade of "F" on the project. No exceptions.

**Methods of Instruction**

　　　　• Lecture/Discussion/Studio Assignments
　　　　• Computer Demonstrations
　　　　• Both In-Class and Out-of-Class Exercises

**Evaluations**

Grades in this class are based on the following criteria:
(1) Technical assignments and exercises
(2) Class attendance and degree of student involvement
(3) Notebook compilation to include:
　　　• Handouts from class
　　　• Research materials
　　　• Your classroom notes and independent exploration findings
(4) Creative Studio Assignments: These assignments will be graded on the basis of:
　　　• Execution of idea and concept
　　　• Layout and use of acquired knowledge and skills
　　　• Precision of technical skills
　　　• Following scheduled due dates and procedures
(5) Violations of SWT Academic Honest Policies are subject to disciplinary action

**Required Materials:**

At least one 100MB Zip cartridge – formatted for Mac
One 3-ring binder with dividers for Mac info, Illustrator, Photoshop, and Quark
Tracing paper, mat material and associated items for work presentation

**Strongly recommended text**

Used "How to" books that cover Photoshop 5 and up, Illustrator 6 and up, QuarkXPress 3.5 and up, and any of the intor to Macintosh books. The concepts we will be covering will be explained in these books and will be relevant to later versions of the software. These books can be found at local used book stores and online, some for as little as $5, well worth the investment.

Adobe Photoshop 5.5 and Illustrator 8.0 Advanced Classroom in a Book,  Adobe Creative Team, Adobe Publishing
Illustrator 9 Visual Quickstart guide for Mac, Weinmann & Lourekas, Peachpit Press
Photoshop 6, Visual Quickstart Guide for Mac, Weinmann & Lourekas, Peachpit Press

**Suggested Helps**

The Little Mac Book by Robin Williams, Peachpit Press
Photoshop 6 Wow Book by Linnea Dayton and Jack Davis, Peachpit Press (or any of the Ps Wow books after 3)
The Illustrator 9 Wow! Book  or The Illustrator 10 Wow! Book  by Sharon Steuer
QuarkXPress 4 Visual Quickstart Guide for Macintosh, Peachpit Press
Serious Creativity by Edward DeBobo
*Magazines:*
MacWorld   MacAddict   Communication Arts

**ComDes Resources**

Explore the illustration and photography style books in the ComDes 502 labs

Other Items

- Students with special needs (as documented by the Office of Disability Services) should identify themselves during the first week of class.
- Cell phones should remain off so lectures are not disrupted.
- This syllabus is subject to change. Changes will be made in writing.
- Reduction of Expenditure (ROE) receipts are due **Friday, June 6, 2003**
  **$15 to cover lab costs paid at JCK**

**Grade Percentages of final**

| | |
|---|---|
| Test | 5% ea |
| Assignments | 2% ea |
| Notebook | 2% |
| Project A | 20% |
| Project B | 20% |
| Project C | 20% |