Computer Graphics I Syllabus

Art 120: Spring 2003/04

Class Schedule

Illustrator

Photoshop

WEEK 1
Discussion: Course overview and objectives
Demonstration: Introduction to Adobe Illustrator; vector and pixel graphics discussion
Assignment: Research and sketches for logo design project
Reading: Art120 Syllabus.

WEEK 2
¡Work Due! Research and sketches for personal logo design project
Demonstration: Reinforce pen tool skills
Assignment: Comp up logo designs; research for album cover project

WEEK 3
¡Work Due! Logo design comps, research and sketches for album cover
Demonstration: Reinforce lab/lecture topics
Assignment: Work on album cover project, more sketches

WEEK 4
¡Work Due! Logo design project
Demonstration: Drawing with blends and gradient mesh
Creative Project: Album cover
Assignments: Complete logo design; work on album cover project (more sketches)

WEEK 5
¡Work Due! Comps for album cover project
Demonstration: Reinforce lab/lecture topics
Creative Project: Album cover
Assignment: Complete album cover project; research Photoshop examples

WEEK 6
¡Work Due! Album Cover project and Photoshop examples
Demonstration: Reinforce resolution and resampling
Assignment: Research and concepts for Photoshop Illustration project

WEEK 7
¡Work Due! Research and proposal for Photoshop Illustration project
Demonstration: Reinforce lab/lecture topics
Creative Project: Photoshop Illustration
Assignment: Sketches, concepts and images for Photoshop Illustration

WEEK 8
¡Work Due! Sketches and development for Photoshop Illustration project (images to scan)
Demonstration: Reinforce lab/lecture topics
Creative Project: Photoshop Illustration
Assignment: Continue work on Photoshop Illustration

WEEK 9
¡Work Due! Progress on Photoshop Illustration
Demonstration: Reinforce lab/lecture topics
Creative project: Photoshop Illustration
Assignment: Comps for Photoshop Illustration

WEEK 10
¡Work Due! Illustration Notebook/Scrapbook; Comps for Photoshop Illustration
 Course Evaluations; reinforce lab/lecture topics
Creative project: Photoshop Illustration
Assignment: Complete Photoshop Illustration

WEEK 11—Finals Week
¡Work Due! Final project; Class critique

Class Listing

Subject	Art
Course	120
Credits	2.0
Section	002
CRN	64672
Time	Wed. 5–8pm

About

Introduction to computer graphics as a technical and creative medium for art and design.

Concurrent enrollment in lecture, lab, and studio is required. Lectures introduce concepts of vector and raster graphics, including digital type, image and device resolution, electronic color theory, file formats, and digital print technologies.

Labs assist with fluency in computer graphics applications.

Studios apply concepts and applications to creative projects.

Instructor

Ross Olson
phone: (503) 235-6311
e-mail: ross@rossolson.com

appointments available by arrangement

Materials

Do not rely on the classroom network to save your work files. Do not open your work files from the network servers; work locally. Bring CD-R or USB Drive to save your work.

Concepts

- Vector versus raster graphics
- Digital type and type technologies
- Fondation skills in vector graphics: drawing, painting, tracing, transformations, layers, and layout
- Typographic composition and customization
- Construction of logos and illustrations
- Image and device resolution
- Electronic color theory
- Foundation skills in raster graphics: masking, painting, layering, iage adjustment, transformations, filters, and image modes
- Vector and raster file formats and image compression
- Digital print technologies
- Integrating vector and raster graphics environments.

Skills

- Foundation skills in vector graphics: drawing, painting, tracing, transformations, layers, and layout
- Image scanning and preparation
- Typographic composition and customization
- Construction of logos and illustrations
- Foundation skills in raster graphics: masking, painting, layering, image ajustment, transformations, filters, and image modes
- Integrating vector and raster grahics environments

Grading

1. Illustration Scrapbook/Notebook that includes, to your best knowledge, computer generated illustration that you will have found and put into a booklet form.

2. Creative Projects: The Logo Project, Book Cover Design, and Photoshop Illustration will be judged on creative and technical merits. Grading will be based on the creative content of the project, how it utilizes the tools and techniques you have practiced, the effort taken in its planning and execution, and, as always, deadlines.

3. In addition to the aforementioned projects and scrapbook, there may be other in-class mystery assignments.

A	93–100
A-	90–92
B+	87– 89
B	84–86
B-	81–83
C+	78–80
C	75–77
C-	72–74

There are 100 points total available for the term. Points will be awarded as follows:

Illustration Scrapbook effort and analysis	10%
Logo Design: concept, preparation, execution	20%
Album Cover: concept, development, typography	30%
Photoshop Illustration: concept, development, execution	30%
Attendance:	10%