

Graphic Design 1:Comp Graphics - 24725 - ARTG 2306 - 003

Graphic Design 1:Comp Graphics - 22850 - ARTG 2306 - 005

January 19, 2016 – May 12, 2016

Instructor: John Dunn, Fox Fine Arts #A456B

Email: Please use Blackboard Messaging System for all course related correspondence.

Office Hours: UGLC 202A (classroom lab) Thursdays: 12:00 – 1:00 PM, or by appointment.

Posting of this content constitutes student acknowledgment and full understanding of course requirements as set forth and consent to meet all the requirements and conditions for successful completion of the course.

Course Description

Graphic Design 1: Computer Graphics offers an introduction to illustration, photographic and page layout software on Macintosh computers. Industry standard publishing software and imaging programs are used. Recommended to be taken in the sophomore year. ARTG 2326 may be taken concurrently with ARTG 2306. Laboratory fee required. Essential applications include: Adobe Illustrator, Adobe Photoshop and Adobe InDesign

Course Prerequisite Information: ARTF 1301, ARTF 1302 and ARTF 1304

Students are required to have a foundational understanding of the elements of design, the principles of composition, style, and content. Additionally, students must have developed fundamental drawing skills. These skills and knowledge sets are provided through the Department of Art's Foundation Courses. Students are also required to have a working-familiarity using a Macintosh computer including: hard drive folder navigation for saving and retrieving documents, "cut and paste" and basic word processing.

Course Objectives

- Practical and real-world introduction to Adobe Illustrator, Photoshop and InDesign

Course Outcomes

- Experience and competency using a Macintosh Computer
- Experience and competency using Adobe Illustrator, Photoshop and InDesign

Required Software

- Adobe Illustrator CC 2015
- Adobe Photoshop CC 2015
- Adobe InDesign CC 2015

Course Structure

The course is divided into three units as follows.

1. Illustrator
2. Photoshop
3. InDesign

Assignments

There are a total of 8 assignments, 3 each for Illustrator and Photoshop and 2 for InDesign.

NOTE: I am available to review your assignments outside of class. To request a review follow these two steps:

1. Submit your assignment file on the assignment page in Blackboard. All assignment requirements must be complete to the best of your ability prior to this submission.
2. Sent me a Course Message in Blackboard to let me know you have made the submission and would like a review.

All assignments are due on Fridays. In order for me to review your work in advance, you must request the review (via Course Message) no later than 5:00 PM on Friday of the week prior to the week the assignment is due.

Keep in mind that you are allowed 2 submissions only for each assignment

Do not request reviews via email.

Evaluation Standards

Critical Thinking and Problem Solving

- Students will follow assignment instructions and work to exceed basic requirements. It is my experience that typically the greatest number of point deductions result from not following instructions.
- Students will use critical thinking skills to research and identify essential assignment related instruction, manage assignment development, and exhaustively work to solve problems they may encounter, and in advance of requesting instructor help.
- Students will demonstrate a resistance for premature assignment resolution and strive to resolve assignments through repeated attempts to rework and improve upon solutions.

Skilled Use of Software Technology

Students will demonstrate the ability to work with each software application effectively and productively.

Design

While students may not be asked to address high-level visual decision making, they will demonstrate knowledge and practice of standard design principles, processes and elements. Students will demonstrate visual awareness in producing work that exhibits attention to detail.

What you should expect from me as the Instructor

- I will provide clear instructions on class expectations.
- I will do all I can to ensure your success in this class.
- I will provide graded feedback on your performance in a timely manner.
- I will leave myself open to suggestions for improvement of the class.
- If any changes in the course are to be implemented, I will ensure that the class is notified in a timely manner.

Important Details

- Students are required to take notes in class during instructions and demos. All notes should be kept in a durable notebook. If a student has a question related to a specific topic of use of a tool, they will be first ask to refer to their notes for the answer.
- No assignments will be accepted after the assigned due date and time, except for a documented serious personal illness or death in the immediate family.
- No assignment will be accepted via email. All assignments are submitted digitally via the Blackboard Assignment Page. Students are required to verify that their submission has been uploaded correctly and will display accurately for evaluation purposes.
- While working on the computer, students are encouraged to save all work early and often. Students are responsible for keeping a backup copy of all work files, separate from saving files on a single computer. Any work “lost” due to a lack of organization or any failure to save and backup files must be recreated by the student for delivery at the assigned due date and time.
- All coursework and assignments must be completed using the Adobe CC 2015 software release ONLY. Any assignments submitted using a previous releases will not be accepted and the submission will receive a grade of 0.
- If at anytime a student would like to discuss a grade on an individual assignment, they must send a statement via the Blackboard Messaging System to me explaining in detail their concern and proposed solution. The student must wait 24 hours after the grade has

been delivered before sending this email. The instructor will respond within 48 hours, Monday – Friday.

Attendance Policy

- Each student is permitted three absences during the term without penalty. Information missed during an absence is the sole responsibility of the student.
- Excused absences are defined as documented serious illness, death in the immediate family, or university sanctioned events with prior approval. Students arriving to class after the attendance has been taken by the instructor, but no later than 10 minutes, will be marked late. 2 late arrivals constitutes 1 full absence.
- Each unexcused absence after three will result in the final class grade being lowered a full letter grade. Consequently, a final grade of “A” becomes a “B” with four absences, a “C” with five absences, a “D” with six absences, an “F” with seven absences.

I am here to help you! If you find yourself falling behind at any time, or need assistance, contact me immediately using Blackboard Messaging System.

Grading

A final letter grade will be assigned at the end of the term, based upon the total possible points according to the following scale:

A 90-100 Superior

Represents outstanding work reflective of effort and performance of exceptional ability and absolute quality.

B 80-89.99 Above Average

Represents effort and performance beyond the merely adequate.

C 70-79.99 Average

Represents adequate work that meets requirements and expectations.

D 60-69.99 Below Average

Represents inadequate work that falls below requirements and expectations.

F Below 60

Unacceptable performance, no credit given.

Posting of this content constitutes student acknowledgment and full understanding of course requirements as set forth and consent to meet all the requirements and conditions for successful completion of the course.

Trial Software

You may download trial versions of the required software from Adobe:

www.adobe.com/downloads.html. If you have difficulty getting the trial to download, use a different browser.

You will need to create an Adobe ID prior to download if you do not already have one. This does not cost any money. The trials are good for 30 days only. Do not download software before you are required to use it for class assignments.

If you want to purchase the software, student plans are available. Go to

<https://creative.adobe.com/plans> and click on the “Students and Teachers” tab.

Plagiarism/ Academic Dishonesty Statement

Cheating/Plagiarism: Cheating is unethical and not acceptable. Plagiarism is using imagery, information or original wording without giving credit to the source of that imagery, information or wording: it is also not acceptable. Do not submit work under your name that you did not do yourself. If you are found to be cheating or plagiarizing, you will be subject to disciplinary action, per UTEP policy.

Disabilities Statement

I will make any reasonable accommodations for students with limitations due to disabilities, including learning disabilities. Please contact me in the first week of class to discuss any special needs you might have.

If you have a documented disability and require specific accommodations, you will need to contact the Disabled Student Services Office in the East Union Bldg., Room 106 within the first two weeks of classes.

The Disabled Student Services Office can also be reached in the following ways:

Web: <http://sa.utep.edu/cass>

Phone: (915) 747-5148

E-Mail: cass@utep.edu

This syllabus is subject to change with prior notice. Last update: January 15, 2015