

Course Information

Graphic Design 1: Computer Graphics
ARTG 2306, CRN 19069, Section 002 (FALL 2018)
Class Hours: 4:30 pm - 7:20 pm, MW, Room LART 411

Instructor Contact Information

Instructor: Nabil Gonzalez
E-mail: nggonzalez@utep.edu
Office: A461 Fox Fine Art Bldg
Office Hours: MW 11:30 pm -1:15 pm or by appointment
Office Phone: 915-747-5181

Instructor Information

Nabil Gonzalez is your instructor for this course. She holds an Associate of Arts degree from El Paso Community College, a double BFA degree in Graphic Design and Printmaking from the University of Texas at El Paso and an MFA in Printmaking from the Rhode Island School of Design. As a studio artist, Nabil's work has been focused on social and political views affecting the borderland as well as the exploration of identity, repetition and erasure. Her work has been shown throughout the United State, Mexico, Colombia and China. Her artist books and prints are included in museum collections in the United States.

Course Description

Graphic Design 1: Computer Graphics is an introduction to graphics, illustration, and page layout software on Macintosh computers. Students scan, generate, import, process, and combine images and text in black and white and in color. Industry standard desktop publishing software and imaging programs are used. The essential applications taught in this course are: Adobe Illustrator, Adobe Photoshop and Adobe InDesign.

Course Prerequisite Information

Course prerequisites include ARTF 1301, ARTF 1302, and ARTF 1304 each with a grade of "C" or better. 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 Foundational Courses. Students are also required to have a working familiarity using a computer including: hard drive folder navigation for saving and retrieving documents, cut and paste" and basic word processing.

Course Objectives

- Practical and real-world introductory experience using Illustrator, Photoshop, and InDesign.
- Development of improved visual communication skills as they relate to digital image making and graphic design.

Course Outcomes

- Experience and fundamental competency using Illustrator, Photoshop, and InDesign.

Required Course Materials

Sketch book
Pencils
Eraser
Ruler

Required Software

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign

Note: Access to the required software is available in the classroom lab and various campus labs (Library 3rd floor computer lab and Fox Fine Arts building 3rd floor Graphic Design lab during open lab hours). Seven day trial downloads are available for all required Adobe applications from <http://www.adobe.com/downloads> . You will need to create an Adobe ID. There is no cost involved. **NOTICE:** when using Adobe software in different labs across campus may result in unexpected results. Be sure that you are using the same version of Adobe CC 2018 that is installed in the computer lab LART 411.

If you want to purchase the software, student plans are available for \$19.99 a month. Go to <https://creative.adobe.com/plans> and click on the "Students and Teachers" tab.

Grading Criteria

Graphic Design 1: Computer Graphics is designed around three modules.

- Illustrator
- Photoshop
- InDesign

Specific grades are applied as follow:

- The Illustrator module exercises and assignments
- The Photoshop module exercises and assignments
- The InDesign module exercises and assignments
- In some cases work for one assignment will be required for completion of an other.
- Attendance and performance as related to the Task/Program

No assignment will be accepted after the assigned due date and time, with the exception of a documented serious personal illness or death in the immediate family. All assignments are submitted digitally via Blackboard, **no assignment will be accepted via regular email.** 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 back up copy of all work files, separate from saving files on a single computer. Any work "lost" due to lack of organization or any failure to save and back up files must be recreated by the student for delivery at the assigned due date and time (this includes the final project).

Evaluation Standards: Critical Thinking and Problem Solving

- Students will use critical thinking skills to research and identify essential assignments, related instruction (online books and videos), manage assignment development, and exhaustively work to solve problems they may encounter in advance of requesting instructors help.
- 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 demonstrate a resistance for premature assignment resolution and strive to resolve assignments via repeated attempts to rework and improve upon solutions.
- Students must learn to pay attention to the little details. Design is all about consistency and details!

Skilled Use of Software Technology

Students will demonstrate the ability to skillfully select and use essential tools and processes of 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.
- Students will demonstrate an understanding of tools learned and apply them to design.
- Students will also demonstrate an understanding of programs and how each relate to design.

Attendance Policy

Students are permitted 3 absences during the semester without penalty. **Information missed during an absence is the sole responsibility of the student.** Students with more than 3 absences should consider dropping the course and retaking it at a time when the student can commit the proper attention to the course.

Excused absences are defined as documented serious illness, death in the immediate family, or University sanctioned events with prior approval. Each absence after 3 will result in the final course grade being lowered a full letter grade. After 5 absences you should drop the course before the drop deadline to avoid a failing grade.

Coming to class unprepared or attending class and not working is regarded and recorded as being absent.

Coming to class late and returning late from a break will be recorded as a half absences. 2 half absences constitute 1 full absence. Leaving class early without permission is regarded as a full absence. If a student's cell phone rings or is otherwise "monitored" during class , a half absence will be recorded for the day. (If you anticipate a phone call relative to an emergency, bring this to my attention at the star of class.) Personal web browsing, social networking, and instant messaging during class time is prohibited. If a student is found to be violating this prohibition, a half absence will be recorded for the day.

Grading consequences for poor participation and performance not specifically related to the evaluation of assignments will be applied at the discretion of the instructor.

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 Average

Represents effort and performance beyond expectations.

C 70-79.99 Average

Represents adequate work that fulfills requirements and expectations.

D 60-69.99 Bellow Average

Represents less than average performance and is considered underachieved. Credit given.

F Below 60 Unacceptable Performance

No credit given.

Course Calendar: A detailed assignment and class calendar will be distributed the first day of class.

Time Management

The rule of thumb for time planning for a course is approximately three (3) hours for every credit hour taken. This is a standard figure recommended across the board by American universities. For a 3 credit studio course, you should expect to spend 6 hours of class time + 9 hours of study and prep time = 15 hours per week.

Students are encouraged to communicate with each other in the classroom and outside. Do not isolate yourself. Furthermore, if at any time during the course of the semester you find yourself lost or falling behind please contact me immediately using my UTEP email.

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: is also not acceptable. Do not submit work under your name that you did not do yourself. You may not submit work for this class that you did for an other class. If you are found cheating or plagiarizing, you will be subject to disciplinary action, per UTEP catalog policy. Refer to <http://www.utep.edu/dos/acadintg.htm> for further information.

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 with in the first two week of classes. The Disabled Student Services Office can also be reached in the following ways:

- Web: <http://www.utep.edu/dsso>
- Phone: (915)747-5148 voice or TTY
- Fax: (915)747-8712
- E-mail: dss@utep.edu