



Course Syllabus

<http://www.sylvaniasouthview.org>

2011 - 2012

Computer Graphic Design I

- **Instructor Information:**

Mr. Dale Busdieker (Mr. B)

Room 104

824-8580 ext. 6219

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Availability: 3rd, 6th/5th, & 9th periods

Website: <http://www.sylvaniasouthview.org/Teachers/busdieker/CGD.htm>

Course Description: Computer Graphic Design at Southview provides studio experience in computer graphics art and design and is an introduction to the creative possibilities of graphic computing and to the historical, conceptual, technical, and contemporary background of computers and computer graphics. Emphasis is placed on the visual-problem solving process through the use of applications and equipment.

CGD explores both a fine art and commercial art approach to digital imagery and will allow students to apply their knowledge to the realizations of visual images. Students utilize digital cameras, scanning, the Internet, and drawing techniques to input their work on the computer. Output is on various color inkjet printers.

This Career-Tech course provides an overview of software applications such as Adobe Photoshop, Adobe Illustrator and other related graphics programs employed by digital imaging artists. Included in this course is the discussion of aesthetic decisions as they relate to image composition. The ethical and legal implications of image manipulation are discussed as well as various presentation possibilities.

- **Textbooks, Readings and Materials:** Students need to keep a ½ inch binder for hand-outs and graded work. All reading material will be from online sources. Binders are collected and graded at least once a semester.
- **Grading:** Grades are given for each project and are assessed from a project rubric. Project grades are split between a points for CREATIVITY (your idea) and points for DESIGN (how well you idea was completed). Neatness and CRAFTSMANSHIP are always expected. There will be up to 10 projects (50 points each), Binder check (30 points), 2 quizzes (25 points), 2 homework projects (10 points) and a comprehensive final exam.

Grades will be posted on eSIS according to school guidelines of, at no more than 4 weeks past the due date.

- **Course Policies:**

1. You are expected to be in the room when the **bell rings**.
2. There is to be **no food or drinks** in the computer lab.
3. You are **expected to listen** at any time that SOMEONE is addressing the class.
4. Bathroom passes are permitted with a completed Student Handbook pass, and during **non-instruction time**.
5. **Computers and peripherals are to be treated with the utmost care!** Any downloading, installing, bypassing, tampering, altering or any type of damage of ANY kind to computers, monitors, equipment, or network resources will result in disciplinary action as per Student Handbook, including Destruction of School Property. Students also may be removed from class and possibly prohibited from further computer/network privileges.
6. **Projects are to be turned in on time.** Projects turned in late will be assessed a 2 point per day penalty. If you are absent, you must work outside of class time to make up the subtracted points.
7. **Academic dishonesty is not tolerated.** As originality is a key component in any art class, and due to the prevalence of piracy in the computer industry, any Academic Dishonesty is dealt with severely; up to and including removal from class.
8. **Computer Games are strictly prohibited during class time.** This includes games played from the internet or from a storage device. Demerits will be issued each time a student engages in this activity.
9. My rules are the basic **Southview rules**, listed in the student handbook. Respect is one of the most important things you may learn, **this includes profanity, which is not tolerated.**
I expect you to be respectful and courteous to others in this class!

- **Suggestions for Success:**

1. **TAKE NOTES**.... If something is mentioned in class that's a new concept, write it down, you'll probably need to know it, and it'll probably be on the EXAM. Most of the exam is from notes and hand-out discussions.
2. **Take advantage of classroom availability.** I am almost always here early before school and late after school. Use the time to keep caught up with projects.
3. **Communicate** with myself and other students about your ideas and difficulties.
4. **Ask 'WHY?'**

COURSE OUTLINE

I. Projects

A. By unit (roughly two weeks per unit)

- a. Shape
- b. Line
- c. Value
- d. Balance
- e. Movement
- f. Color
- g. Texture
- h. Dominance
- i. Variety
- j. Unity

B. Portfolio

- a. Print - a 3 ring binder with projects in plastic covers

II. Written test

- A. Class tests, quizzes, exams

III. Literature review

- A. Design publications - 3 from a list of periodicals including: ID, Digit, Advanced Photoshop
- B. Online resources - 3 from a list of websites including: Adobe, Design Source

CGD Affidavit:

Name: _____ Period: _____

Date: _____

Signed: _____ (Parent)

_____ (Student)

Student email: _____

Parent email: _____

Parent daytime telephone: _____