INTRODUCTION TO COMPUTER GRAPHICS

COURSE:
Pratt Manhattan Associate Degree Program, ASGR 151-03, 2 credits (Required Course)
Fall 2012, Room 517, 15 sessions, August 29 to December 12
Class meets Wednesdays 12:30-3:20 Please plan to be on time, and to stay the entire class session

INSTRUCTOR:
Jenna Lucente Email: jlucente@pratt.edu or jennalucente@yahoo.com
Please put “Pratt” in the subject line of all emails
Office hours on request or please always feel free to ask a question before or after class

OFFICIAL COURSE DESCRIPTION:
This is the introductory course to computer graphics. This course teaches the students many of the basic concepts necessary for successful use of the computer as a graphic tool: hand-eye coordination; paint software fundamentals; basic microcomputer operation; the care and feeling of disk systems; familiarity with simple computer operating system commands; and a discussion of the general computer graphic marketplace. This course is a prerequisite for all computer graphics courses.

LUCENTE COURSE DESCRIPTION:
Welcome friends and future professional artists! This foundation course will help you establish the tools you need to work on the computer as well as challenge your creativity and problem solving abilities. We will be using the following three programs: Adobe Indesign, Adobe Photoshop and Adobe Illustrator. We’ll also play around with other computer related issues, like scanning, organizing files, using the internet as a resource, and general “good computer user” policies. Along the way we’ll challenge ourselves and our creativity to create portfolio ready works and what constitutes a good looked design.

Please note: projects must be handed in on time. For every week late, your project grade will drop a half grade. Each week I will instruct you about when projects are due and I will collect files for each project.

ATTENDANCE AND LATENESS: you must be here every week. class begins at 12:30pm
Students should arrive on time, and be prepared to work the entire class session. Attendance will be taken at the beginning of class, so please be on time. Re-occurring lateness will result in a lower grade. More than 3 absences will result in a grade of F. It is my suggestion to attend all class sessions.

CAMPUS BEHAVIOR CODE
In order to ensure the continuance and enhancement of the positive image and reputation of our program and in the interest of promoting student and faculty welfare in the AOS/AAS Program and the safety and security of Pratt Manhattan community, the following Code of Behavior is in effect:
Gambling and the sale, possession of drugs, including marijuana, are illegal by New York State law. Violators will be subject to disciplinary action and/or referral to outside authorities.
Alcoholic beverages are not permitted anywhere at Pratt Manhattan.
Any form of cheating is prohibited.
Any student violating the code of behavior or any law or regulation established by Pratt Institute, and by the city, state, or federal government (including the use of drugs) shall be subject to formal disciplinary procedures as outlined in Articles 15.3 to 15.5 of the Board of Higher Education Bylaws and sanctions as listed in the Board of Higher Education Bylaws and Article 129A of the Education law.
Penalties: Any student who damages any equipment is required to pay the costs of repair or replacement.
CLASS REQUIREMENTS:
• A zip/flash/pocket drive, preferably 2G or more. Students must have their drive with them every week and save all projects throughout the semester.
• Please bring a pencil, pen and ruler to class with you every week. Also, please have a small sketchbook with you for note taking and sketches. It is ok to share this sketchbook with another class
• Suggested books: Adobe Photoshop, Adobe Illustrator and Adobe Indesign Visual Quickstart Guides (3 separate books) by Peachpit Press.

While these books are not required for the course, owning the books are truly a great resource, and you will find yourself referencing them throughout the semester and your time at Pratt.
• PLEASE NOTE: THERE IS NO FOOD OR DRINK ALLOWED IN THE CLASSROOM OR COMPUTER LABS

GRADING:
It is critical that you are here every week to learn the new technical skills which you will then apply to your projects

25% Attendance, participation, following instructions and show and tell
Grading will also take into account attitude towards learning, understanding assignments, acquiring computer and production skills, quality of work, creativity and conceptual abilities and class contributions such as participation and discussion and meeting deadlines.

60% Classroom projects and homework:
As indicated on the syllabus, we'll conquer new assignments and projects during our class time. Your grade will be dependant upon your understanding of the concept as a whole, and your implementation and execution of each project. This includes not just how the finished project looks, but how you are using the software. Often there will be a homework assignment or you will be asked to complete a project outside of class. Projects must be completed on time.

15% Final Project:
Our final project will be a large project which incorporates everything we've learned thru the semester. Specific instructions and details will follow.

ALSO – please feel free to SHARE ideas, thoughts, and WEBSITES throughout the semester. Please know your opinions and contributions are always welcome.

WEEK TO WEEK GUIDE TO THE SEMESTER
Each week we will conquer new skills and techniques and then apply those techniques to a particular project. In general, the class will start with a class gathering and computer demonstration, followed by computer time where we will execute our projects. Often the projects will carry over into the next week, so please allow approx. 3-4 hours of independent lab time per week. We'll often print and/or mount our projects, and throughout the semester we will be observing and critiquing our work.

August 29, week 1
Welcome, welcome, lots of chatting, introduction and finally, intro to Indesign.
Overview of the mac, our working space, and getting started in Indesign

September 5, week 2
Making a cityscape in Adobe Illustrator.
Intro to basic tools and colors in Illustrator. Using size and value to creat atmospheric perspective

September 12, week 3
Tracing shapes and working with the pen tool in Adobe Illustrator
Mastering the pen tool, manipulation of shapes, working with the color palette.
Making decisions about color. We will introduce a big project at the end of this session:
September 19, week 4
Working in Illustrator on our “Modern Day Masterpiece”. You must arrive with sketches and a plan for your project. Review of pen tool, and Illustrator techniques. Individual help for people.

September 26, week 5
Continuation of “Modern Day Masterpiece”
Working with Indesign to prepare a presentation ready print of your Modern Day Masterpiece. Sketch due for approval to use next week (details to follow)

October 3, week 6
Modern Day Masterpiece due printed at 12:30pm, printed in color. We will critique our work. 
Intro to working with live trace and live paint in Adobe Illustrator.
Please scan your approved sketch in the computer lab before class.

October 10, week 7
Bring in 10 digital photos of your own choosing.
Working with Adobe Photoshop to make realistic color corrections and realistic retouching

October 17, week 8
Collage and montage techniques in Adobe Photoshop.
Intro to Time Magazine project

October 24, week 9
Time magazine project continues. You must arrive with sketches, your idea and your images.
You must be prepared to work the entire class time.
Individual help for people with montaging in Photoshop. Review of using Indesign for setting text

October 31, week 10
Time magazine project due at 12:30pm. This must be printed in color and ready for presentation.
Critique of covers. Intro to advanced typsetting in Indesign. Intro to new music poster project which will use Indesign, Illustrator and Photoshop

November 7, week 11
Music posted continues. You must be prepared with your ideas, sketches and materials and ready to work.

November 14, week 12
Music posters due at 12:30, printed in color and ready to critique.
Intro to final project.

November 21, NO CLASS – THANKSGIVING BREAK

November 28, week 13
Continuation of final project

December 5, week 14
Continuation of final project

December 12, week 15
Final project due, no exceptions.
SHOW AND TELL: EVERY WEEK

Students are required to collect about 2 images, ads, posters, or whatever each week. Collect anything that catches your eye. Look at the color, look at the text, what attracts you to this design? Ads from magazines are a great resource. Also, by having a collection pile, you have a great visual resource and reference for your projects.

Each week 2 students will present what they have collected. You will need to present twice each during the semester. I will have a sign up sheet which will tell you when you are presenting. If you are not prepared, you will get 0 credit for this part of the class. Showing a website or two is also acceptable as part of your show and tell. Please start collecting ASAP, and always remember to collect, collect, collect!

JUST A FEW WEBSITES TO KNOW ABOUT:

Please add to this list as the semester goes on – and share with the rest of the class!

sites for free stock photos

view some short, effective video instructions for all of the adobe sw. very helpful!

http://www.smashingmagazine.com/
Although this website is geared toward the web designer - there are some FANTASTIC photoshop and Illustrator tutorials. There are also free fonts, and great links to websites and articles.

http://www.commarts.com/ (Communications Arts magazine website)
http://www.printmag.com/ (Print magazine website)  www.howdesign.com (How magazine)
Three publications that can be a great resource for any serious graphic artist or student.
You can get a student discount on a yearly subscription, and it is an excellent investment and resource

www.journeyed.com            www.adobe.com          and the pratt store
For those of you interested in buying the software, the two websites mentioned above give a huge student rate. The Adobe Creative Suite 6 Design Premium includes Photoshop, Illustrator, Indesign, Acrobat, Flash and Fireworks

WHAT IS THE CREATIVE SUITE? WHAT IS INDESIGN?
AND WHY CAN’T I JUST USE PHOTOSHOP FOR EVERYTHING?

The Adobe Creative Suite is a bundle of applications which each serve a different purpose.
In this class, we will get familiar with the benefits of each program

INDESIGN is a layout program. You can set up custom sized pages and guides, and build a multiple page document with Indesign. Indesign is the program that most magazines and books use to create their designs. Setting all your text in Indesign allows you maximum flexibility and professional type treatment. Think of Indesign as a “container”: it will contain your photos, it will contain your illustrations, and allows you to structure your text in the best way possible to get a great page layout. Best for page layout, especially multiple page layouts. Excellent for typesetting.

PHOTOSHOP, like it’s name, should be used primarily for photos and photo retouching. Photoshop is a bitmap program. This means it is dependent upon pixels and resolution. Photoshop is best used for color correcting photos, and creative imagery. Photoshop is not usually recommended for text or layout. It is common for a photo to be touched up in Photoshop, then brought into Indesign to be made a part of a layout or design.

ILLUSTRATOR is for drawing and creating original works of art. It is a vector based program, this means it will always look sharp and clear at any size. You can place your illustrations into your Indesign layout. Illustrator can be tons of fun, but takes time to master.