

Course Syllabus
Museum Studies Department

Instructor: Derek Horton
Course: Computer Graphics
Credit: One Carnegie Unit

Course Description

Introduction to computer graphics with basic instructions in methods of creative thinking, and the concepts of creative problem solving. Exploration of capabilities and use of logo design, layout design techniques and image processing techniques.

Content Standards

History and Development of Design
Graphic Design File Formats
Graphic Design Elements & Principles
Composition
Gestalt Principles
Ligatures, Logotypes, Icons
Typography
Layout Design

Course Outline

Essentially, in the senior high school Computer Graphics I course students will learn creative concepts, techniques, and practical applications in design. In addition, this course plays a major role in the function of museums.

Elements and Principle of Design

- Demonstrate ability to use current computer hardware.
- Understand and explain electronic imaging terminology.
- Discuss and describe issues of Typography such as, fonts, styles, point sizes, scaling.
- Demonstrate an awareness of basic image processing.

Graphic Design & Imaging Techniques

- Demonstrate ability to use the following menus and tools in design software
 - **Drawing tools:** Brushes, rubber stamp, paintbrush, airbrush
 - **Image editing tools:** Select, cutting, pasting, rotate, scale, crop.

- **Enhancement tools:** Brightness & contrast controls, levels, channels
- **Color editing:** Hue and Saturation, color libraries
- Filters and Special Effects: Adding textures, shadows, layering, blends and montage
- Create hard copy photographic images for portfolio presentation.

Project development

- Demonstrate the ability to develop a digital project with content from another class.
- Demonstrate the ability to design a five page Web site to put on the internet.
- Understand printing for press reproduction.

Material

- Handouts

Course Requirements

1. Students are responsible for their class/homework assignments.
2. Arriving on time is mandatory.
3. Attendance is required. Any absence must be supported by a note from student's parent or guardian. Five unexcused absences result in failure.
4. Students must adhere to the "Code of Conduct" in and out of the classroom.

Grading

Attendance	10%
Class Participation	15%
Test & Quizzes	15%
Portfolio Review	25%
Assignments	35%