

SCHOOL OF FINE ART AND MUSIC
Fall Semester 2015
SART*2700-01
INTRODUCTION TO COMPUTER GRAPHICS



INSTRUCTOR: Nestor Kruger
TIME: Tuesday & Thursday, 2:30am – 5:20pm
LOCATION: Zavitz Hall, Rm. 402
OFFICE: Zavitz Hall, Rm. 404
EMAIL: krugern@uoguelph.ca
OFFICE HOURS: By appointment.

CALENDAR DESCRIPTION:

This course provides an in-depth introduction to the image making possibilities of digital art in the field of computer graphics. Students will learn various methods of working with scanned and imported photographic material. Through a number of directed projects students will acquire a working knowledge of Photoshop. Various projects will introduce aspects of layout and graphic design as well as how to manage large composite imaginary images. The latter part of the course will focus on preparing ideas and images for a personal art website. Some computer experience is recommended for this course.

Prerequisite(s): (1 of ARTH*1220, ARTH*1510, ARTH*1520), SART*1050, SART*1060; (SART*1060 can be taken as co-requisites.)

COURSE DESCRIPTION:

The aim of this course is to extend traditional studio practice into digital media. The course will introduce students to computer graphics using Adobe Photoshop CS5.5, Illustrator, Fireworks & Adobe Dreamweaver CS5.5.

Various projects will be given to demonstrate how to use the software for different applications. Demonstrations will guide students through the proper use of the main palette tools and their numerous sub sets. Once the student attains a degree of competency with the software, projects will direct students to create original digital images that explore conceptual and formal issues within the medium. Students will create original graphics both for print and for screen. Students will work on directed projects to gain proficiency with layers, masks, color adjustments, and various transformation functions to create complex digital images.

Adobe Photoshop is the industry standard digital image manipulation software. It is used primarily to correct photographs but also for the production of unique graphics for advertising either in print or for the web such as brochures and trade catalogues, etc. It is also an important production and pre-visualization tool for many artists. A major project will involve creating a multi-layered image to be printed out on a wide format colour printer. Other projects will require the student to design images for books, CD covers and

magazine pages. The third major project will require students to create a small personal website. Photoshop and Fireworks will be used to prepare suitable web images. The software also allows for extensive creation of specialized buttons, objects, image maps and dynamic navigational icons.

To complete the course, students will work on three major self-directed projects.

1. A graphic design layout.
2. Create a large-scale composite image to be printed on a wide format colour printer.
3. Design and create a personal web site.

Students will be expected to develop a personal narrative structure within these projects. Work will be graded on the originality and complexity of the prepress image and the structure and content of the web site.

NOTE: This is a 0.5 credit course. Each week, students are expected to spend approximately 4 – 6 hours outside of class on related course work.

LEARNING OUTCOMES:

- Gain skills in working with both raster and vector based digital images.
- Understanding of a number of basic principles in graphic design for press and the web.
- An awareness of the contemporary issues facing the production and use of digital images for the artist and designer

RECOMMENDED READING:

Visual Quickstart Guide Adobe Photoshop CS 5.5 published by Peachpit press.
Dreamweaver CS 5.5 also published by Peachpit Press

LAB FEES:

A compulsory materials fee of \$75.00 will be charged for materials and services provided in support of required course projects. The amount will be invoiced by the Office of the Bursar and paid directly with your tuition payment – no additional payment is necessary. **THE LAB FEE WILL NOT BE REFUNDED AFTER THE THIRD WEEK OF CLASSES.**

Items provided by Lab Fee:

Students will be provided with 15 square feet of wide format media. Additional small format media for the purpose of proofing shall be provided, as required, value not to exceed \$15.

PLEASE NOTE: Under no circumstances should a student be required to pay any

additional monies for supplies needed to complete course assignments – excluding items listed under “Items Provided by the Student”. All supplies are to be paid for using Lab Fee monies. If you are being charged additional monies, please report to Robin McGinnis (rmcginni@uoguelph.ca) in the main office (Zavitz Hall rm. 201) immediately.

METHOD OF EVALUATION:

Participation	20%
Self directed project 1	25%
Self directed project 2	25%
Self directed project 3	30%