

COURSE # ART 1400

Graphic Computer Applications

*2018-2019*

**Instructor**

**Instructor:**

**Phone:**

**Email:**

**Office Hours:**

**Course**

## Course Description

***This is a Concurrent Enrollment Course, offering both high school credit through \_\_\_\_\_\_\_\_\_\_\_\_\_\_ High School and college credit through Utah Valley University. Credit from this course is transferable to all colleges and universities. Contact the receiving institution for how the credits will be applied.***

**Catalog Description**

Introduces concepts and software related to visual communication and the creation and reproduction of art. Teaches how to create and modify digital images using Adobe Photoshop. Also teaches basic design skills using Adobe Illustrator. Teaches basic page layout skills using InDesign. Covers basic software used in visual communications.

**Course Prerequisites**

This class is available to all high school students in good academic standing. High school prerequisites apply.

## Course Objectives or Learning Outcomes

The primary objective of this course is to introduce students to the potential of the computer as a creative tool. Class will be conducted through both discussion and hands-on computer work. Through a variety of projects, students will become familiar with how to create and manipulate art and/or photography two dimensionally using vector (Adobe Illustrator / InDesign) and raster (Adobe Photoshop) based computer software. The basic software experience should not only prepare students for creating artwork in your program focus but also act as a springboard to other programs, even three-dimensional computer art and animation.

When critiquing and grading work, emphasis will be given to creativity, craft, and principle of design in all assignments. All work should be of such quality that it could be included in portfolios for advancement in the art program.

Commentary: Regardless of the computer skills attained, design/creativity is always the priority. No matter how technically proficient an image may seem, if it lacks excellence in design or if the concept is poor, it will fail as a good solution.

There is a great deal to learn in a limited time. Students will be instructed in the core elements of several software applications. However, instruction will be general and brief. Anything more than a cursory understanding of the application will come only through personal effort beyond the minimal course requirements.

**Required Text and Materials**

**Department Policies**

**Assessment**

Student’s grades are composed of participation points earned in class and homework assignments.

Alphabet Using only the pen tool, color, swatches and stroke palattes from Illustrator: You are to draw your full name and the upper and lower-case alphabets as vector shapes. Each letter must be uniquely drawn and not copied. You must have a total of five fill colors among all the letters (please do not use gradients) and each letter must have a .5-point black outline. I will be grading on craft and smoothness of shapes.

Paint by Numbers In Illustrator: You are to reinterpret a landscape from a photograph that YOU have taken. The final image must include both manmade and organic elements. This image will be stylized and abstracted given the nature of drawing in a vector based program, but it must still be recognizable. You may use any of the drawing tools in the software application. Do not use the live paint or any outlining means. Grading will be determined by recognizability, visual interest and effective use of tools. Colors should be appropriate to the subject matter.

Photo Corrections In Photoshop: You are to repair, color correct and edit an existing photo. You may use all the tools available to you. Scan the photo then print a before and after version of the image. Minimum size is 4X6 inches. Grading will be based on quality of work. Photos need not be well designed but an attractive photo is much nicer to look at.

Smoke and Mirrors In Photoshop: You will combine two or more individual photographs that could work together into a single image. Consider context, color, lighting and resolution as you select your images. Finish size is 8X10 and must be mounted on a single piece of black matte board.

Magazine Copy Using InDesign: You are to duplicate two pages from a magazine. It must have type and graphic elements. This will be graded on how close of a match you have made.

Participation Points: Students will receive points for every day they are in class on time and fully participate in the class discussion.

Because the information covered in class is a basis for personal exploration, it is vital that students attend every class. Please make every effort to be in class on time. Projects other than those pertaining directly to this class may not be worked on during class time.

Projects will be due at a specific date and time. Work will be presented and critiqued during class whether completed or not. Late projects will automatically lose 30% of the total points. Late projects not in by the beginning of the next class period will not be accepted.

In preparation for additional education, and ultimately a profession, it is of primary importance that your work be as good as possible. That being said, any project that has been submitted on time may be redone for a better grade at any point in the term. It may be improved or solved in an entirely different manner as long as it still fulfills the assignment.

A late project may be redone but the final grade will be no more than 70%. If redoes are done poorly, I reserve the right to assign a lower grade. Do not waste my time with mediocrity. Projects should be reworked based on the critique comments until they are as strong as possible. Doing this is a very important way to improve your skills, focus your creativity, and resolve visual problems. It is also the reality of the creative industry.

When grading projects, the instructor’s personal experience, professional judgment and aesthetic preferences influence the response. When reviewing student projects, the following will be considered:

1. Creativity: Ordinary solutions are not only dull, but they are also not competitive. They neither challenge nor improve the student’s ability. Solutions should be exciting, innovative and interesting.

2. Design/Composition: Regardless of your discipline, skillful and creative use of design principles and elements are essential to communication with an audience. While most viewers cannot identify what may be right or wrong with an image, they sense when they are comfortable or uncomfortable. Design is as important as content in the process of communication.

3. Craft: Skill with media is necessary to success. A good idea fails to communicate if worked poorly. I realize most of you have limited media experience, especially with the computer, and will take that into account. Work that we do in class is designed to develop some degree of comfort with the medium.

4. Appropriateness: All projects have goals and rules that need to be accomplished. It is expected that these will be met through your solutions: The industry requires this.

**Grading Scale**

 A = 100-94 B - = 82-80 D+ = 69-67

 A - = 93-90 C+ = 79-77 D = 66-63

 B+ = 89-87 C = 76-73 D - = 62-60

 B = 86-83 C - = 72-70 F = 59-0

**Grades and Credit**

Your grade for this class will become part of your permanent college transcript and will affect your GPA. A low grade in this course can affect college acceptance and scholarship eligibility.

Grades are determined by instructors, based upon measures determined by the instructor and department and may include: evaluation of responses, written exercises and examinations, performance exercises and examinations, classroom/laboratory contributions, mastery of pertinent skills, etc. The letter grade “A” is an exceptional grade indicating superior achievement; “B” is a grade indicating commendable mastery; “C” indicates satisfactory mastery and is considered an average grade; “D” indicates substandard progress and insufficient evidence of ability to succeed in sequential courses; “E” (failing) indicates inadequate mastery of pertinent skills or repeated absences from class; “UW” indicates unofficial withdrawal from class.

**University Policies**

**Academic Integrity**

Utah Valley University expects all students to maintain integrity and high standards of individual honesty in academic work, to obey the law, and to show respect for others. Students of this class are expected to support an environment of academic integrity, have the right to such an environment, and should avoid all aspects of academic dishonesty. Examples of academic dishonesty include plagiarizing, faking of data, sharing information during an exam, discussing an exam with another student who has not taken the exam, consulting reference material during an exam, submitting a written assignment which was authored by someone other than you, and/or cheating in any form.

In keeping with UVU policy, evidence of academic dishonesty may result in a failing grade in the course and disciplinary review by the college.  Any student caught cheating will receive, at minimum, zero points on that particular assignment for the first offense.  A second offense can result in failing the course and will entail being reported to Student Advising.  Academic dishonesty includes, in part, using materials obtained from another student, published literature, and the Internet without proper acknowledgment of the source.   Additional information on this topic is published in the student handbook and is available on the UVU website.

### **Student Code of Conduct**

All UVU students are expected to conduct themselves in an appropriate manner acceptable at an institution of higher learning. All students are expected to **obey the law**, to **perform contracted obligations**, to **maintain absolute integrity and high standards** of individual honesty in academic work, and to observe a **high standard of conduct for the academic environment**.

The Student Rights and Responsibilities Code, or Code of Conduct, outlines for students what they can expect from the University and what the University expects of them.

Students should review their Rights and Responsibilities. The Code of Conduct also outlines the process for academic appeals, and appeals related to misconduct and sanctions. It can be found at <http://www.uvu.edu/studentconduct/students/>

**Student Responsibilities**

You are expected to take an active role in the learning process by meeting course requirements as specified in written syllabi. Faculty members have the right to establish classroom standards of behavior and attendance requirements. You are expected to meet these requirements and make contact with faculty members when unable to do so.

**Withdrawal Policy**

If you do not wish to take this course or find that you are unable to continue, you should officially withdraw by the deadline stated in the current semester UVU Student Timetable.

You can officially withdraw from a course by dropping it through the online registration system or the campus One Stop desk (BA 106) by the listed date. If you officially withdraw from a course by the "Last Day to Drop and Not Show on Transcript," the course will not appear on your academic transcripts. If you officially withdraw from a course by the "Last Day to Withdraw," a "W" will appear on your transcripts. Although your GPA will not be affected — a "W" will indicate that you chose to withdraw. If you fail to complete the course and do not drop it before the "Last Day to Withdraw," a "UW" or "E" (a failing grade) will appear on your transcripts.

Withdrawing from a course may impact your financial aid status. For more information, see: UVU Financial Aid.

**Cheating and Plagiarism Policy Procedures**

This document was taken from the Utah Valley University Policy 541, The Student Rights and Responsibilities Code

5.4.4 Each student is expected to maintain academic ethics and honesty in all its forms, including, but not limited to, cheating and plagiarism as defined hereafter:

1) Cheating is the act of using or attempting to use or providing others with unauthorized information, materials, or study aids in academic work. Cheating includes, but is not limited to, passing examination answers to or taking examinations for someone else, or preparing or copying another's academic work.

2) Plagiarism is the act of appropriating another person's or group's ideas or work (written, computerized, artistic, etc.) or portions thereof and passing them off as the product of one's own work in any academic exercise or activity.

3) Fabrication is the use of invented information or the falsification of research or other findings. Examples include but are not limited to:

a) Citation of information not taken from the source indicated. This may include the incorrect documentation of secondary source materials.

b) Listing sources in a bibliography not used in the academic exercise.

c) Submission in a paper, thesis, lab report, or other academic exercise of falsified, invented, or fictitious data or evidence, or deliberate and knowing concealment or distortion of the true nature, origin, or function of such data or evidence.

 d) Submitting as your own any academic exercise (written work, printing, sculpture, etc.) prepared totally or in part by another.

### **Students with Disabilities**

**Students who need accommodations because of a disability** may contact the UVU Office of Accessibility Services (OAS), located on the Orem Campus in LC 312. To schedule an appointment or to speak with a counselor, call the OAS office at 801-863-8747. Deaf/Hard of Hearing individuals, email [nicole.hemmingsen@uvu.edu](https://owa.uvu.edu/owa/redir.aspx?C=r3xUa4y2bkalWljgIj1VXM3KzYlusNIIESMqIpkF5USfG-H3cUMstYl8DNScKc_quB49PvOQ-l0.&URL=mailto%3anicole.hemmingsen%40uvu.edu) or text 385-208-2677.

**Religious Accommodations**

At the beginning of each semester, you shall promptly review the course syllabus and class schedule and notify faculty to request an accommodation for sincerely held religious beliefs and practices using the *Religious Accommodation Request Form*.

**Dangerous Behavior**

The faculty member has the right to demand and secure the immediate removal of any person from the classroom whenever the faculty member determines, to the best of his or her knowledge or belief, that the person's actions are threatening or dangerous to students or themselves. If the faculty member cannot resolve a disruptive situation, the faculty member may request that the disruptive person(s) leave the classroom. If the disruptive person(s) will not leave voluntarily, the faculty member may call University Police for assistance. The incident shall be reported to the Dean of Students and to the Director of Judicial Affairs in accordance with Policy 541 *Student Rights and Responsibilities Code*.

**Discriminatory, Exclusionary, or Disruptive Behavior**

Faculty members observing discriminatory, exclusionary, or disruptive behavior follow procedures described in UVU Policy 541 *Student Rights and Responsibilities Code.* 5.6

**Attendance**

Attendance in this class is not mandatory due to the different learning preferences with each student. However, class will be held according to the schedule on the top of this syllabus. Chapters will be covered in class as listed in the semester schedule below. Class will consist of chapter reviews, discussion and group activities.

**Policies/References**

1. Policy 541: Student Rights and Responsibilities Code <https://www.uvu.edu/catalog/current/policies-requirements/student-rights-and-responsibilities.html>
2. Policy 601: Classroom Instruction and Management. <https://policy.uvu.edu/getDisplayFile/5750ed2697e4c89872d95664>
3. Policy 635: Faculty Rights and Professional Responsibilities. <https://policy.uvu.edu/getDisplayFile/563a40bc65db23201153c27d>

**Definitions**

* 1. Syllabus: An agreement between faculty and students that communicates course structure, schedule, student expectations, expected course outcomes, and methods of assessment to students.

### **Dropping the Class**

### \_\_\_\_\_\_\_\_\_ is the last day to drop the course without it showing on your transcript.

\_\_\_\_\_\_\_\_\_ is the last day to withdraw from the class.
If you drop the high school class, you must also withdraw from the UVU class to avoid receiving a failing grade.

Due dates and this syllabus may change at the instructor’s discretion due to the needs of the class members.