



## Course Syllabus

EDTC 5030-04	Ken Reiss /	reissken@hotmail.com
COURSE NUMBER AND SECTION	INSTRUCTOR	E-MAIL ADDRESS
Intro To Computer Graphics	Fall 1 2002	/ 2
COURSE TITLE	TERM	CREDIT HOURS
Main Campus		
SITE		

1. Course Description: (provide details of student focus, rationale, scope, and prerequisites)

This course is intended to help the student build a foundation using current graphics software as it relates to common internet and desktop publishing use.

2. Learning Outcomes: (goals, objectives, course outcomes, etc.) Identify any MOSTEP or professional standards that are met by each learning outcome.

To achieve a basic familiarity with the computer and its operation

To gain a working knowledge of the software featured in the course and to apply the software to internet or printed publication projects.

To understand the fundamental types of graphics and appropriate application for each.

3. Schedule of required readings, class preparations and assignments, lectures, discussions, student presentations, out-of-class assignments and exams.

### Week 1

Introduction to computer graphics. Graphics created with dots versus graphics created with objects or vectors. Resolution versus output quality. Storage requirements, web transmission times. Line Art and Bitmaps versus Photographs and Illustrations. Applications for graphics in the classroom. Applications for graphics on the web.

### Week 2

Photoshop tools and Pallettes. Tools: Options Bar, Airbrush, Paintbrush, Cloning Tool, Eraser. Selections: Selection tools, Working with selections. Image correction and adjustment. Harmony and symmetry. Balance.

### Week 3

Layers: Working with layers Layers Palette, merging layers, History Palette. Combining images: Filters and Effects, Handling Type in Photoshop: Type special effects, Type warping, Type layers.

### Week 4

Graphics for the Web. Creating JPG versus GIF images, Limitations of formats. PNG..  
Extract image function, ImageReady Slicing images, Creating rollover effects and buttons. Output in HTML format.

Week 5

Graphics for Print. Working with Photos. Scanning (if available) Types of images for print, Working with illustrations and clip art. Modifying images for Offset Print,production. Color models.

Week 6

Animation in Imageready.

Week 7

Working with Vector based Graphics. Drawing Bezier Curves. The Adobe Pen tool. Bezier curves in Photoshop or Illustrator. Creating Vector shapes. Fill and Stroke, color palette. Working with objects. Stacking order. Pathfinder.

Week 8

Final- Hands on project.

The Missouri Show-Me Standards are addressed within the content of this course. Identification of specific standards are included within course assignments. Integration of Missouri Assessment Program (MAP) standards and grade levels will be integrated into this course when appropriate.

4. Resources:

Text(s):

Adobe Photoshop: Classroom in a Book, Adobe Press.

Supplemental Readings: (list and indicate how these are to be used)

As Appropriate

Audio-visual/other:

Computer and software.

5. EVALUATION: (basis of evaluation with explanation regarding the nature of the assignment and the percentage of the grade assigned to each item below)

Class assignments- 60%

Project 20%

Class participation- 20%

6. Supplements (study guide, sample tests, project outlines may be attached.) Please list.
  
7. 3 Hour Courses: Students taking an 8 week course for 3 credit hours will complete the following additional assignments and/or attend the following additional class meetings:

N/A

8. FINAL PROJECTS: Final projects/papers will be returned to students in the following manner:
  - Students should provide a self-addressed stamped envelope (appropriate size and postage) to the instructor so project/paper can be returned.

**NOTE; Papers will not be available for pick up from the School of Education Office.**

•This syllabus is subject to change at the discretion of the instructor.

•Regular class attendance is required.