

2010-2011



Curriculum Management System (CMS)

Course Outline 2010-2011 - APPROVED



Course Name: Graphic Art I
Course Code: GINT N1210
Credits: 4
Grading Mode(s): N - Normal Grading Mode - Default
Total Periods (semester based): 64

Course Notes:

No specific course notes

Course Description:

This course is an introduction to the methods, materials and techniques of graphic reproduction. Students will learn essential skills and methods for producing artwork, identify the materials and techniques used in graphic reproduction and develop conceptual and technical skills to support their design courses. In addition, they explore issues of graphics message, form, content, and communications media and also develop understanding of graphic design reproduction and printing methodology.

Prerequisite Course(s): GINT 1110
GINT 1120
GINT N1110
GINT N1120

Corequisite Course(s): No corequisite courses specified

Learning Outcomes - A learning outcome signifies what a student knows or can do on successful completion of the intended learning. Course writers are encouraged to use a variety of learning outcome statement types.

Sub Learning Outcome or Assessment Criteria is a brief list of criteria that would guide teachers in helping students achieve each learning outcome.

On successful completion of this course, students will be able to:

Learning Outcome (01)

Identify the materials and techniques used in graphic reproduction.

Sub-outcome 01: Identify the different equipment used in graphic reproduction, such as cameras and scanners.

Sub-outcome 02: Demonstrate an understanding of creating digital images, saving and managing files in appropriate formats.

Sub-outcome 03 : Prepare images, graphic and text files for print.

Learning Outcome (02)

Develop conceptual and technical skills to support the design courses.

Sub-outcome 01: Discuss the design process from concept to completion.

Sub-outcome 02: Discuss and work with examples of page layouts from magazines and printed publications.

Sub-outcome 03: Access, manipulate and adapt digital images for a range of purposes.

Sub-outcome 04: Utilize appropriate graphic software that features colour correction, image distortion and digital painting tools.

Sub-outcome 05 : Apply digital rendering skills to represent room interiors.

Learning Outcome (03)

Discuss issues of graphics message, form, content, and communications media.

Sub-outcome 01: Describe typographic practice in producing design work.

Sub-outcome 02: Analyze and discuss logo and logotype design.

Sub-outcome 03: Demonstrate the ability to perform text handling, formatting features, and the creation of page layouts.

Sub-outcome 04 : Demonstrate how type and image can be combined to enhance communication.

Learning Outcome (04)

Demonstrate an understanding of graphic design reproduction and printing methodology.

Sub-outcome 01: Demonstrate colour mixing techniques using appropriate software and hardware.

Sub-outcome 02: Discuss the resolution required for printing.

Sub-outcome 03: Select and utilize appropriate graphic software.

Sub-outcome 04 : Produce a portfolio of creative work developed specifically in the digital environment.

Learning Domains

A blank table indicates that this course outline has not yet been mapped to any Learning Domains.

Learning Outcome #	Mapped Learning Domains
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Graduate Outcomes

A blank table indicates that this course outline has not yet been mapped to any Graduate Outcomes.

Graduate Outcome #	Learning Outcomes #
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Teaching, Learning and Assessment Strategies:

The teaching and learning strategies for the delivery of courses are the decision of the college and the instructor delivering the course. However, the following teaching and learning strategies are recommended.

Lectures, workshops and demonstrations will introduce the formal knowledge and skills required in this course. However, the delivery of this course is practical in nature. Through supervised practical activity and planned access time, the students will develop skills, explore and experiment with digital software and enhance their understanding of the relationship between digital and traditional methods and techniques.

Assessment Activities:

The assessment activities for courses, other than KCAs, are the decision of the college and the instructor delivering the course. However, the following assessment activities are recommended.

40% Practical exercises
40% Project work
20% Portfolio presentation

E-Learning Resources:

NetG Course 15015 - Adobe Illustrator 10 Part 1
NetG Course 15016 - Adobe Illustrator 10 Part 2
NetG Course 14363 - Adobe PhotoShop 7.0 Advanced
NetG Course 14362 - Adobe PhotoShop 7.0 Fundamentals

Student Learning Resources (1 copy per student):

Dabner, David. Design and layout : understanding and using graphics. B. T. Batsford Ltd.. 2008. ISBN: 9789812450005.

Instructor Text (in Library - may be checked out by instructor):

No instructor text specified

Supplemental Resources (in Library - may be checked out):

No supplemental resources specified

Supplemental - Class Set (in Library- may be checked out):

No supplemental class set specified

Computer Software (master in Library):

Adobe. Adobe Creative Suite 4 : Design Premium - Mac (Photoshop CS4,Illustrator CS4,InDesign CS4,Acrobat 9 Professional)*** No need to order***. Adobe.

Adobe. Adobe Creative Suite 4 : Design Premium - Win (Photoshop CS4,Illustrator CS4,InDesign CS4,Acrobat 9 Professional)*** No need to order***. Adobe.

Microsoft. Microsoft Office 2007 - HCT Site License *** No need to order***. 2007. Microsoft.

Facilities:

A PC lab with sufficient space for one work station for each student, one work station for the teacher, large format printer, plotter, color printer, audio/visual equipment, and materials and equipment storage.

Design studio with sufficient space for one drafting table for each student, one drafting table for the teacher, and materials and equipment storage.

Equipment:

The standard student computer for this course shall have the following minimum configuration: Intel Pentium IV processor, hard disk 120GB (SATA), RAM 1.5 GB, graphic card 256 MB, super drive, floppy drive, 19" monitor, English keyboard, 2 button Microsoft Intellimouse.

Minimum 24"x36" adjustable drafting boards, adjustable chairs, mechanical drafting arms, parallel bars, and drafting equipment.

An A3 scanner 48 bit color, high resolution: 3200x1600 dpi.

Additional Useful Material:

No additional useful material specified

Appendices:

- [HCT statement on the purposes of course outlines](#)
 - [HCT guidelines on writing teaching, learning and assessment strategies](#)
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