GAVILAN ☒ COLLEGE

Course Outline

Course: DM 48A   Division: 50   Also Listed As: ART 48A

Term Effective: 200930, INACTIVE COURSE

Short Title: COMPUTER ART I

Full Title: Computer Art I

Contact Hours/Week	Units	Number of Weeks	Total Contact Hours
Lecture: 2	3	17.34	Lecture: 34.68
Lab: 4			Lab: 69.36
Other: 0			Other: 0
Total: 6			Total: 104.04

Credit Status: D - Credit - Degree Applicable

Grading Modes: L - Standard Letter Grade

Repeatability: Repeatability: N - Course may not be repeated

Schedule Types: 02 - Lecture and/or discussion
                             03 - Lecture/Laboratory
                             04 - Laboratory/Studio/Activity

Course Description:
A survey course focused on digital art and the technical
and historical aspects of digital imaging. Students will
engage in the development of personal artistic expression
and visual perception in the creation of a unified body of
digitally generated artwork utilizing creative digital
image processing software. The course will include lectures
and discussions about composition and content, computer
hardware and peripheral use, digital image processing
software, digital materials, input and output devices, and
presentation techniques. Lectures will include the basics
of animation, 3-D graphics, and web ready graphics. Also
listed as Art 48A.
ADVISORY: Eligible for English 250 and English 260;
concurrent enrollment in CSIS 1 recommended.

ARTICULATION and CERTIFICATE INFORMATION
    Associate Degree:
    CSU GE:
    IGETC:
    CSU TRANSFER:
        Transferable CSU, effective 200470
    UC TRANSFER:
        Not Transferable

PREREQUISITES:

COREQUISITES:

STUDENT LEARNING OUTCOMES:
1. Create digital artworks utilizing design elements and principles
such as: line, shape, volume, balance, emphasis, economy, variety,
repetition, rhythm, space, texture, value, and color.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, performance, demonstration, homework, lab
work, critique and presentation
2. Create digital designs utilizing the schemes and harmonies of
color.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, performance, demonstration, homework, lab
work, critique and presentation
3. Create lettering utilizing typographic elements and principles.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, performance, demonstration, homework, lab
work, critique and presentation
4. Create a visual design that expresses a message utilizing ideas
and meaning with visual content.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, performance, demonstration, homework, lab
work, critique and presentation
5. Create a digital portfolio.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, homework, lab work, and presentation
6. Create web ready graphics and animations.
ILO: 1,7,5,2,6,4
Measure: projects, exercises, performance, demonstration, homework, lab
work, critique and presentation
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TOPICS AND SCOPE:
Inactive Course: 12/08/2008
WEEKS 1 and 2 - 4 lecture, 8 lab
Lecture:
Chronological history of the computers and computer art.
History of digital tools and media.
History of digital artists from 1920 to present.
Computer art aesthetics, composition and design elements.
Computer art terminology.
Talking and writing about computer art.
Computer art topics- may include but not limited to:
graphics applications, digital photography, painting

applications/software, etc.
Lab:
Group critique and discussion of various computer artworks.
Written analysis of various computer artworks.
Exercises / Reading / Homework:
Gallery or Exhibition review of computer artwork.
Reading assignments from text and/ or handouts on computer art history,
aesthetics, composition, design elements, terminology and writing &
discussion for critiquing.
Performance Objectives:
Students can recall computer art timelines.
Students can identify computer art processes.
Students can identify computer art artists.
Students can interpret and analyze computer art images.
Students can discuss and critique computer art images.
WEEKS 3 and 4 - 4 lecture, 8 lab
Lecture:
Computer equipment / hardware and peripherals- may include but not
limited to: CPU, motherboard, video card, harddrive, CDRom, RAM, floppy
drive, zip drive, monitor, keyboard, mouse, scanner,
digital camera, etc.
Basic operating systems.
Navigation and mousing techniques.
Basic commands for PC and / or MAC platforms.
Lab:
Practice navigating through the computers system.
Practice basic commands.
Practice navigating through different digital imaging programs.
Practice mousing techniques.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on computer hardware,
peripherals, basic operating systems, navigation and mousing
techniques.
Practice using the computer.
Performance Objectives:
Students can identify computer hardware and formats.
Students can identify peripherals.
Students can demonstrate navigation and mousing techniques.
Students can properly turn on and shut down the computer.
Student can create folders, save documents, and open and close files.
Student can open the digital application and create a new file.
WEEKS 5 and 6 - 4 lecture, 8 lab
Lecture:
Introduction to pixels, file / document size, and resolution.
Introduction to digital tools: magnifying glass, cropping tool, move
tool.
Introduction to selection tools.
Introduction to color pallettes.
Introduction to Brushes.
Lab:
Exercises using pixels, file / document size, and resolution.
Exercises using magnifying glass, cropping tool, move tool.
Exercises using selection tools.
Exercises using color pallettes.
Exercises using to Brushes.

Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on pixels, file /
document size, and resolution, magnifying glass, cropping tool,
move tool, selection tools, color pallettes, and brushes.
Practice using digital program interims of pixels, file /
document size, and resolution, magnifying glass, cropping tool,
move tool, color pallettes, and brushes.
Performance Objectives:
Students can create a new file and adjust the settings for
file / document size, and resolution.
Students can identify and demonstrate the magnifying glass,
cropping tool, and move tool.
Students can identify and manipulate the selection tools to make
selections.
Students can choose and apply color.
Students can identify and demonstrate a variety of brushes.
WEEKS 7 and 8 - 4 lecture, 8 lab
Lecture:
Introduction to digital tools: shape tool, text tool, and rulers.
Introduction to cutting and pasting.
Introduction to scanners and scanning.
Introduction to digital cameras.
Midterm review.
Lab:
Practice using digital tools: shape tool, text tool, and rulers.
Practice cutting and pasting.
Practice scanning.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on digital tools:
shape tool, text tool, and rulers, also, cutting and pasting, scanners
and scanning.
Practice using digital tools: shape tool, text tool, and rulers, also,
cutting and pasting, scanners and scanning.
Performance Objectives:
Students can identify digital tools: shape tool, text tool, and rulers.
Students can apply cutting and pasting methods.
Students can identify, setup and use scanners.
WEEKS 9 and 10 - 4 lecture, 8 lab
Lecture:
Introduction to gradients.
Introduction to textures.
Introduction to filters.
Introduction to plug-ins.
Midterm exam multiple choice, compare and contrast,
and short essay.
Lab:
Practice using gradients.
Practice using textures.
Practice using a variety of filters.
Practice using available plug-ins
Written paper presentation on the topic of computer art.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on gradients, textures,
filters, and plug-ins.
Practice digital image processing using digital art software.

Performance Objectives:
Students can identify and apply gradients.
Students can identify and apply textures.
Students can select and apply a variety of filters.
Students can identify and use plug-ins.
WEEKS 11 and 12 - 4 lecture, 8 lab
Lecture:
Introduction to layers / floaters or equivalent application.
Introduction to channels or equivalent application.
Introduction to scripts or equivalent application.
Introduction to history palette or equivalent application.
Lab:
Practice using layers / floaters.
Practice using channels.
Practice using scripts.
Practice working with the history palette.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on
layers / floaters, channels, scripts, and history palette.
Practice digital image processing using digital art software.
Performance Objectives:
Students can identify and demonstrate the uses for layers / floaters.
Students can identify and work with channels.
Students can create scripts and apply them to their artwork.
Students can locate and operate the history palette.
WEEKS 13 and 14 - 4 lecture, 8 lab
Lecture:
Introduction to masking techniques.
Introduction to compositing techniques.
Lab:
Practice various masking techniques.
Practice various compositing techniques.
Practice digital image processing using digital art software.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on
masking techniques and compositing techniques.
Practice digital image processing using digital art software.
Performance Objectives:
Students can identify a use for masking and apply a masking technique.
Students can do a variety of compositing techniques.
WEEKS 15 and 16 - 4 lecture, 8 lab
Lecture:
Introduction to alternative and experimental digital art techniques.
Whats new in the digital artworld?
Review contemporary artists using electronic media.
Final exam review.
Lab:
Practice alternative and experimental digital art techniques
Critique and discussion about contemporary digital artwork and artists.
Written analysis of artworks presented.
Practice digital image processing using digital art software.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on alternative and
experimental digital art techniques, and contemporary digital artwork
and artists

Practice digital image processing using digital art software.
Performance Objectives:
Students can identify and experiment with alternative and experimental digital techniques.
Students can use critical thinking to critique and discuss contemporary digital artworks and artists methods.
WEEKS 17 - 2 lecture, 4 lab
Lecture:
Computer art bodies of work and portfolios.
Computer art presentation, installation, and exhibition.
Final Exam: multiple choice, compare and contrast, and short essay.
Lab:
Select digital artworks for body of work.
Print, mat and mount computer artworks.
Prepare digital portfolio.
Exercises / Reading / Homework:
Reading assignments from text and/ or handouts on image selection, matting techniques, and digital portfolios.
Performance Objectives:
Students can identify and prepare computer artworks suitable for a body of work designed as a portfolio.
Students can properly mat and frame computer artwork.
Students can design a computer presentation.
Students can install a computer artwork.
WEEK 18 - 2 Hours: Final Examination
ASSIGNMENTS:
Included in content section.

METHODS OF INSTRUCTION:
Lecture, video, cd/dvd, computer presentations, internet, examples, demonstrations, lab, critiques, exercises and projects.
METHODS OF EVALUATION:
The types of writing assignments required:
Written homework
Essay exams
Term papers
Other: Studio journal entries/notes for ea. digital proj.
The problem-solving assignments required:
Other: Digital lab work
The types of skill demonstrations required:
Class performance
Field work
Other: Critique and Discussion, sketchbook work.
The types of objective examinations used in the course:
Multiple choice
True/false
Matching items
Completion
Other: Compare and contrast digital image analysis
Other category:
Finished cumulative portfolio of digital projects.
The basis for assigning students grades in the course:
Writing assignments: 20% - 40%
Problem-solving demonstrations: 20% - 40%
Skill demonstrations: 10% - 20%

Objective examinations: 20% - 30%
Other methods of evaluation: 20% - 40%

REPRESENTATIVE TEXTBOOKS:
^uThe Computer in the Visual Arts^s, by Anne Morgan Spalter, from
Addison-Wesley Pub Co; 1st edition (1999) or other appropriate college
level text.
Reading level of text: 13+ using the Rutgers Graph for Estimating
Readability by Edward Fry. This is a college level text.
Verifed by: J. Edberg.
Other Materials Required to be Purchased by the Student: Recordable CD
media, DVD, sketch pad, journal, binder and clear sleeves, digital
printing paper.

SUPPLEMENTAL DATA:
Basic Skills: N
Classification: I
Noncredit Category: Y
Cooperative Education:
Program Status: 1 Program Applicable
Special Class Status: N
CAN:
CAN Sequence:
CSU Crosswalk Course Department: DM
CSU Crosswalk Course Number: 48A
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: D
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000435836
Sports/Physical Education Course: N
Taxonomy of Program: 069900