



## Syllabus

### ART 115 Computer Imaging

#### General Information

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**Date** May 3rd, 2019

**Author** Liz Brownell

**Department** Visual and Performing Arts

**Course Prefix** ART

**Course Number** 115

**Course Title** Computer Imaging

#### Course Information

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**Catalog Description** Students get an in-depth look at image-making from the perspective of creating art using vector based and pixel based programs. Students express themselves from brainstorming through to thumbnail sketches. Students get comfortable in a desktop environment and are taught best practice for file directory building and selection of applications appropriate to the project being created. Students develop a practice using the tools necessary for a graphic designer including scanning, printing, image manipulation, vector drawing and the preparation of files for presentation.

**Credit Hours** 3

**Lecture Contact Hours** 4

**Lab Contact Hours** 0

**Other Contact Hours** 0

**Grading Scheme** Letter

#### Prerequisites

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None

#### Co-requisites

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None

## **First Year Experience/Capstone Designation**

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**This course DOES NOT satisfy the outcomes applicable for status as a FYE or Capstone.**

## **SUNY General Education**

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**This course is designated as satisfying a requirement in the following SUNY Gen Ed category**

The Arts

## **FLCC Values**

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### **Institutional Learning Outcomes Addressed by the Course**

Vitality, Inquiry, Perseverance, and Interconnectedness

## **Course Learning Outcomes**

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### **Course Learning Outcomes**

1. Recognize the language used to assess digital files and works of art.
2. Distinguish specifications as they pertain to the creation of digital files
3. Create balanced and personally informed artwork utilizing key design principles.
4. Speak to the visual and intellectual concepts of printed work to effectively communicate in formal presentation

## **Outline of Topics Covered**

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### **I. Mac Operating Systems**

### **II. Vector Applications / Type design**

- Design principles
- Grid structure
- Typography
- Printing Black and White

### **III. Vector Illustration**

- RASTER vs. Vector
- Rendering in a Vector environment (focus on pen tool)
- Color – developing a CMYK/ RGB palette
- Type as an Illustrative element

- **Printing Color / Mounting**

#### **IV. Pixel based Applications**

- **Pixels vs. Vectors**
- **Pixel based concepts and considerations**
- **RGB vs. CMYK**
- **V. Bitmap Image Development**
- **Resolution**
- **Color Correction**
- **Manipulation of imagery**
- **Blending of images**
- **Printing Color / Mounting**

### **Program Affiliation**

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**This course is required as a core program course in the following program(s)**  
AAS Graphic Design