Units: 3  Hours: 2 Lecture & 3 Lab  Room No. LI126  Tues/Thurs 12:50-2:10 P.M.

Instructor: Dr. Colette Marie McLaughlin  Office Hours: by appointment
e-mail: cmclaughlin@gavilan.edu  class webpage: http://hhh.gavilan.edu/cmclaughlin/cgd30

Course Description: Create multimedia presentations to effectively communicate ideas and market designs. Applies concepts, theories and principles of typography, color and design to create digitally based portfolios for application to four year colleges or for entry level employment.

Advisory: Satisfactory score on the English and Math Placement exams, or a grade of "C" or better in English 250, completion of Math 233 or two years of high school Algebra with grades "C" or higher.

Overview of activities to support learning: CGD 160 provides individual and team activities to develop skills and knowledge to succeed in preferred design field. Lectures, demonstrations, readings, research, field experiences as well as peers’ and your own prior knowledge are the foundation for developing technical presentation competencies in computer graphics and design. Projects require freehand sketching, story boards, combinations of vector and raster graphics to support web design and other electronic portfolio formats. Software instruction provides an introduction to CS5 including Adobe Bridge, Illustrator, Photoshop, Flash, InDesign and Dreamweaver. and/or industry standard software will be used to generate design, production and presentation drawings to explain, showcase design projects using computer graphics and design skills.

Expected learning outcomes: Students will be able to:

STUDENT LEARNING OUTCOMES:
• Research, identify and evaluate characteristics of electronic portfolios associated with career objective.
• Design a logo using Illustrator or other vector software.
• Create Branding Image using PhotoShop or raster software.
• Organize work using a story board and a coherent theme to prepare for delivery over the Internet,
• Create electronic files of graphic presentations for art and computer graphics and design courses.
• Showcase projects within electronic portfolio that demonstrates computer graphics and design skills.

Required Text:

Recommended Texts—From previous CGD courses:
• Williams, Robin. The Non-Designer’s Design Book 3rd Ed. Addison-Wesley, 2008
• Planchard, David and Marie Planchard. Official Certified Solidworks Associate CSWA Exam Book. Schruff.

Additional Readings: On-line readings at http://hhh.gavilan.edu/cmclaughlin/appliedcgd/readings.html and described in class throughout the semester when needed to support lectures and assignments.


Supplies: An HB pencil, eraser and paper are minimal requirements for sketching exercises. Have at least one 1GB USB flash drive for file transfer and storage. Headphones are required for audio use.
Computer Graphics Lab & Arranged Hours: Gavilan’s CGD 160 requires 2 hr 20 min arranged time per week in addition to lecture to complete projects in and outside class. CGD Lab (CGD 110) is a supervised lab supports this requirement. CGD 110 lab provides technology to complete projects, practice computer graphic skills and gain individualized computer assisted instruction to learn a wide range of other computer graphic programs. CGD 110 may be taken for 1 to 4 units see http://hhh.gavilan.edu/cmclaughlin/cgd110 for more information about CGD 110.

Contract Option: With instructor’s approval to a written proposal by 27 Sept., you may enter into a contract to substitute equivalent individualized work for required projects and exercises, that fulfill course SLOs.

Evaluation/Grading: Your final grade is calculated using seven performance measures.

- **Participation:** credit for collaboration and contributions to both your own and your peers’ success in class and lab.
- **Homework:** sketch assignments that demonstrate your ability to apply concepts discussed in class.
- **Assignments:** additional assignments to apply and practice
- **Research Projects:** assess your ability to find, apply and document relevant sources of information
- **Design Projects:** evaluates the development of your products during all design phases.
- **Portfolio:** grades the presentation of your projects in an electronic portfolio.
- **Midterm and Final Exams:** are design problems testing ability to demonstrate knowledge of skills and concepts.

Grades: Mastery of CGD learning outcomes is evaluated using multiple measures. You may improve grades on assignments by making necessary revisions and resubmitting work by final exam. If you earn excellent participation your final grade be will rounded up should your final percentage fall within one percent of next grade. Study guides for review and practice will be provided prior to each exam. Evaluation information is further described below.

**Grade Distribution**

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
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<tbody>
<tr>
<td>Participation</td>
<td>15%</td>
</tr>
<tr>
<td>Homework</td>
<td>10%</td>
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<tr>
<td>Assignments</td>
<td>10%</td>
</tr>
<tr>
<td>Design Projects</td>
<td>25%</td>
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<tr>
<td>Portfolio</td>
<td>10%</td>
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<tr>
<td>Midterm</td>
<td>10%</td>
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<tr>
<td>Final Exam</td>
<td>20%</td>
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</tbody>
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Deadlines: Unless otherwise noted all projects are to be submitted in appropriate format by 5 p.m. of due date (see web site). Other than extraordinary circumstances, a late assignment will be increasingly reduced each week it is overdue.

Attendance Policy: Missing 5 hours of class, without prior arrangements, may result in you being dropped without credit. Additionally, being on time and in class is directly related to your participation grade.

Honesty Policy: Students are expected to exercise academic honesty and integrity. Any form of cheating and plagiarism will result in disciplinary action and may include recommendation for dismissal.

Other Policies:

- **Students with special needs:** If you require special services or arrangements due to hearing, visual, or other disability contact your instructor, counselor, or the Disability Resource Center.
- **Occupational/Vocational Students:** Limited English language skills will not be a barrier to admittance to and participation in Vocational Educational Programs.