

GRAPHIC SOFTWARE APPS

Art 2123 Rm 111

Instructor: Dan May

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Office Hours: By Appointment

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PURPOSE: Introduction to Graphics programs Adobe Photoshop , Illustrator and some InDesign gaining a level of proficiency that will prepare you for use in future Graphic Design classes, and the subsequent practical necessities required. All scheduling and assignments subject to change based on the class' development. All aspects of the file types and differences in the programs are investigated along with creating projects using software to create artworks as well as developing techniques for photo retouching, color correction, color theory, layout, print and web technology and digital illustrating are investigated.

Grades are based on Midterm and Final and on Assignments.

COURSE ASSESSMENT: Evaluation for this course will come from the following:

Assignments: .

Projects iteration: How well you incorporate and innovate from your initial stages through completion of production to presentation. i.e.

1. Innovation/creativity-problem solving, concept, composition, color, form, line are evaluated
2. Research, technical proficiency, effectiveness, and clarity of message
3. Work ethic, tightness, cleanness, timeliness, presentation, as well as critiquing skills
4. Projects will be weighted by a point scale according to how long they take to complete (a 2 week project will not be worth as much as a 3 week etc.)
5. All files turned in must have your name on the back of the matte board or in the case of digital files your first initial of your first name and your last name must be part of the digital file name.
6. Deadlines, deadlines, deadlines. We all hate deadlines. Unfortunately, as it exists in the workplace, so it is here. All deadlines must be met at the time posted. Any work turned in after the deadline will be given an "F." LATE ASSIGNMENTS WILL NOT BE ACCEPTED. (unless of course due to illness, unforeseen acts of god, or prior arrangements have been made.) All work must be presented in its final form on black matte board with one inch borders, unless otherwise noted in class.

Warnings: Please refrain from using any clip art or download copyrighted imagery from Google, Yahoo etc., to use in your work. Originality and personal pride in your work are necessary components of any designer/artist.

Grades:

A=(93-100)

B=(92-85)

C=(84-76)

D=(75-66)

F=65 and below

REQUIRED TEXTS:

THOMSON: " exploring Photoshop CS3" (Anessa Hartman and Ken Scholar),

THOMSON: "exploring Illustrator CS3" (Anessa Hartman and Ken Scholar),

The texts are to be used as reference, and guides to assist you in identifying the tool palettes and features which assist you in the production of your work...

Materials:

Flash Drive or some alternative, CDs-(writable), sketchbook, sketching materials.

Schedule:

Week 1

TH: Introductions, Go over differences in usage between programs.
Vector v Bitmap. Familiarizing with the tools and tool palette.
Learn to copy and paste, creating layers.....adjust color
Read " exploring Photoshop CS3" pp. 3-23, Do exercise in Chapter 1.

Turn in Next Week (digital format with your name as part of file.)

Week 2

T: Familiarizing with menu bar and tool bar. Selection tool v. lasso, paintbrush, scanning for Photoshop
Saving and Backing up data. In class exercise. Using the pen tool and others to alter a face. read pp. 24-32 in "...**Photoshop CS3**"

Assignment: Alter Your face

TH: Clipping Paths, Layers, Channels. Exercise using layers and masks.
Critique Assignment 1. Altering a face. Turn in Final version Thursday

Week 3

T: **Collect: Altering Face Assignment**
Vector v. Bitmap images (resolution issues) Type tool, image file formats.
In class exercise with the pen tools for "stripping" out photos.
Placing objects in illustrator...
Using clone tool, brush tool, filters and layer adjustments
posterizing faces in Photoshop

Assignment: Old Movie Poster.

For next class read pp. 36-46 "...**Photoshop CS3**"

TH: Image color adjustment and conversion issues.
Familiarizing with menu bar and tool bar. Illustrator
Understanding placed images in Illustrator, smart images in Photoshop.
Type tools and filters. RGB v. CMYK, Grayscale v Duotone.
Read pp. 77-96 "...**Photoshop CS3**"

Week 4

T: Critique Movie Poster progress.
Image color adjustment and conversion issues. (continued)
Pantone spot colors. In class exercise. Making duotones, separations in Photoshop. **Old Movie Poster assignment due next class**
For next class read pp. 105-118 "...**Photoshop CS3**"

TH: **Collect: Movie Poster (Assignment 2.)**
Shortcuts and action set creation for speeding workflow.
Overlaying layers for effect.
Placing images in Illustrator review.
Creating illustrator vectored art from drawings.
Warping objects in Photoshop and Illustrator

New Assignment: Tattoo the body.

For next class read pp. 4-15 "...**Illustrator CS3**"

Bring in Hand drawn designs for Tattoos and photo of self and or friend to scan

Week 5

T: Check progress for tattoo the body assignment/critique (graded)
Tracing images by hand in Illustrator v. Letting the program do it.
Creating Masks in Illustrator. color palette review.

Scanner techniques.

