BUTTE COLLEGE
COURSE OUTLINE

I. CATALOG DESCRIPTION

MSP 96 - Introduction to Computer Graphics   3 Unit(s)

Prerequisite(s): NONE
Recommended Prep: Reading Level IV; English Level III

Transfer Status: CSU

34 hours Lecture
51 hours Lab

This course is an introduction to the skills, techniques and tools to produce computer generated graphics. Areas of study will include: the basics of computer drawing and design, adding text to graphics, converting and exporting graphics into multiple formats for print and online, and modification and transformation techniques.

II. OBJECTIVES

Upon successful completion of this course, the student will be able to:
   A. Identify skills, techniques and tools needed to create computer graphics.
   B. Produce computer graphics using the appropriate techniques and tools.
   C. Identify and demonstrate the basic processes to modify digital artwork.
   D. Identify the various effects that can be used to create and enhance graphic images.

III. COURSE CONTENT
   A. **Unit Titles/Suggested Time Schedule**

Lecture

Topics	Hours
1. Introduction to Apple Computers	4.00
2. Graphic design and drawing software	3.00
3. Digital drawing basics	3.00
4. Adding text to graphics	8.00
5. Effects to enhance graphics images	4.00
6. Converting and exporting graphics into new formats	4.00
7. Modification techniques	4.00
8. Software evaluation	4.00
Total Hours	34.00

Lab

Topics	Hours
1. Introduction to Apple Computers	6.00
2. Graphic design and drawing software	4.50
3. Digital drawing basics	4.50
4. Adding text to the graphics	12.00
5. Effects to enhance graphic images	6.00
6. Converting and exporting graphics into new formats	6.00
7. Modification techniques	6.00
8. Software evaluation	6.00

IV. **METHODS OF INSTRUCTION**
    A. Lecture
    B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
    C. Demonstrations
    D. Projects
    E. Labs

V. **METHODS OF EVALUATION**
    A. Quizzes
    B. Creative Projects
    C. Notebook evaluation
    D. Lab Performance

VI. **EXAMPLES OF ASSIGNMENTS**
    A. Reading Assignments
        1. Research a designer using the Internet and find an article or interview to discuss as an oral report to the class.
        2. Research a design firm from the list supplied by instructor, read the company's mission statement, goals and processes for working with clients and share with class.
    B. Writing Assignments
        1. Research two new technologies related to the design industry. Write a one-page paper describing the elements of the technology and how they relate to creating design projects.
        2. Write a one-page bio on a designer or design studio chosen from the list supplied by instructor. Include geographic location of designer or studio, number of employees, and discuss the development of three projects created by the designer or studio.
    C. Out-of-Class Assignments
        1. Research two video design tutorials on Youtube. Select one tutorial and create the project shown in the tutorial. Show both the video and final project to the class.
        2. Visit a local design studio. Interview the owner or an employee of the studio to share the individual's background and skills with class.

VII. **RECOMMENDED MATERIALS OF INSTRUCTION**
    Materials Other Than Textbooks:
    A. Handouts
    B. Tutorial Websites

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