Minnesota State University Moorhead

GCOM 255: Beginning Computer Graphics

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 2

Lab Hours/Week: 2

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Computer graphics pertains to the production of print related 2D graphics, illustrations, typesetting, and preparation of press-ready art. This course introduces students to the Macintosh computer and Photoshop, Illustrator and InDesign software applications.

B. COURSE EFFECTIVE DATES: 02/09/2001 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. A study of the programs used in the graphics industry today. It will provide basic competencies and skills with industry's computer applications as well as the fundamentals for producing graphics according to industry standards.

D. LEARNING OUTCOMES (General)

1. Be accomplished in operating a Macintosh computer.
2. Demonstrate proficiency with Adobe Photoshop.
3. Demonstrate proficiency with Adobe Illustrator.
4. Demonstrate proficiency with Adobe InDesign.
5. Understand terminology used in the industry.
6. Demonstrate an awareness of other systems & components used by the industry.
7. Demonstrate an understanding of important design considerations such as composition, hierarchy, and typography.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted