

**ART2030-B • Computers in Art • Fall 2017**  
**Course Outline • Wes Force**  
**Valdosta State University • College of the Arts • Art Department**

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**Course Format:**

This is a three credit hour laboratory class meeting two nights per week.

**Course Description:**

An introductory course to develop basic skills in computer applications for the visual arts, including: page layout and design, word processing, digital imaging, illustration, web access, and web page design and development.

**Rational:**

This is a foundations course designed to provide the art major with basic computer literacy knowledge and electronic imaging experiences.

**Recommended References:**

Course website: <http://www.forcedesign.com/art2030/>

Various Visual Quickstart Guides, available direct from: [www.peachpit.com](http://www.peachpit.com) (most around \$30-35), as well as other online book sellers and occasionally Books-A-Million (*Guides are available for all popular applications and are usually cross-platform.*)

**Evaluation Methods:**

1. The objective assessment of each design problem using a specified grading system.\*
2. The use of class critiques to assess originality and uniqueness of solutions to problems which require creative problem solving techniques.
3. The assessment of the quality of the work and the degree of craftsmanship and skill exhibited based on the use of color media, materials and tools.
4. The ability of the student to exhibit comprehension through written exams.

**\* Total points for the course will be distributed as follows:**

Project 1 – Photoshop	20%
Project 2 – Illustrator	20%
Mid-Term Written Exam	20%
Project 3 – InDesign	10%
Project 4 – Website Design	30% (completed project will be presented on final exam night)

**Assignments** (*Critique dates will be given with each assignment*)

A variety of assignments will be given (usually 4 projects and the mid-term exam) to include:

- Image editing with Adobe Photoshop
- Vector illustration with Adobe Illustrator
- Web page design with Photoshop & Dreamweaver
- Page layout with Adobe InDesign

**Note:** *In-class time will not be solely dedicated to the completion of these assignments. Class time will be used to instruct students in the proper use of computer software and related design concepts.*

## **Important Dates:**

**NO CLASS:** Tuesday, August 29, 2017

**Mid-Term Exam:** Tuesday, October 3, 2017

**Fall Break:** October 9-10, 2017

**Thanksgiving Break:** November 22-24, 2017

**Last Regular Class Meeting:** Thursday, November 30, 2017

**Final Exam:** Tuesday, December 5, 2017, 5:00–7:00 pm

Class participation and attendance have great bearing on the student's final grade. University policy is that a 20% absentee rate will result in a failing grade. Applying the 20% rule to this class would result in a failing grade if six classes are missed during the semester. Students must complete the majority of their work in the classroom. **Any work that is presented at critique that has never been seen by the instructor will result in a significant grade reduction. Do NOT miss a critique! Doing so without a very valid excuse will result in a minimum of one letter grade deduction for the assignment.**

Any act of plagiarism will result in the student receiving a failing grade in the course. All instances of plagiarism will be reported to the Office of Student Affairs.

The instructor's policy is that attendance and participation will affect a student's grade. The actions of students who are in class and are active participants will have a positive affect on their grades, while the actions of students who are habitually tardy, absent and do not actively participate will have a negative affect on their grades.

## **Additional Course Information:**

### **Method of Instruction:**

Within a hands-on art studio environment, students will receive instruction through topical lectures, technical demonstrations, formal critiques, and one-on-one consultations with the instructor.

### **Technology, Health, and Safety:**

- For your Health and Safety, NO food or drink allowed in the lab.
- No Smoking in or around the lab.
- Technology, Cell Phones, iPods, Earbuds, headphones and other electronic devices should be used respectfully and conservatively in this lab. These devices are a potential distraction to a positive learning environment and may result in missed instruction.

### **Supplies Recommended:**

A Jump Drive or External Hard Drive for saving back-up copies of work