

# ART 116: COMPUTER GRAPHICS

CG-SPG18

*Note: This syllabus is also on canvas and the course website.*

**MEETINGS:** TR, 11a–12:50p in A212  
**OFFICE INFO:** A214, 773.298.3088  
**OFFICE HOURS:** By appointment only  
**COURSE URL:** [visuallyclear.info/sxu](http://visuallyclear.info/sxu)

**PROFESSOR:** Chris Matusek  
**GOOGLE VOICE:** 708.653.0315  
**EMAIL:** [matusek@sxu.edu](mailto:matusek@sxu.edu)

*Do not use Canvas to contact your instructor.*

## COURSE DESCRIPTION

**This course is an applied introduction to digital art and design.**

- Students will be introduced to the tools and processes of the graphic artist/designer.
- Projects in this course will focus on vector drawing techniques – illustration, multi-page layouts, and blogging. Each project is designed to introduce the fundamentals of digital art and design, creating compositions, and combining image and text.
- Through a process of sketching, critiquing and reworking students will be encouraged to make their works clear, efficient and communicable.
- Macintosh computer workstation, Adobe Illustrator and Adobe InDesign will be introduced.

## COURSE OBJECTIVES

- To develop the student's understanding of the elements and principles of design for the purpose of effective visual communication.
- To develop the student's understanding of digital workflow through a sequence of design projects that move through several programs.
- To develop the student's skills in primary digital tools of the contemporary digital artist / designer, primarily the Macintosh Computer, Adobe Illustrator, Adobe InDesign, blogs.

## EXPECTATIONS

Students may enter this course with little or no experience in digital art and design, this will change during the semester. In this course, students are expected to:

- Live up to the SXU collegiate academic standard.
- Attend every class meeting.
- Complete all homework and assignments to the best of your ability and take risks
- Expand your creative and visual vocabulary.
- Contribute to the creation of a safe, fun, respectful creative environment in which everyone encourages everyone else to succeed including helping any student in class that can benefit from their help.

Above all, if the student expects an A in this course they shall strive for academic excellence.

## INTELLECTUAL PROPERTY, COPYRIGHT, PLAGIARISM & ACADEMIC HONESTY

Plagiarism is the use of words or images that you did not create within your, except where specifically requested do so. This includes turning in artworks that were created, in-part or –whole, by friends, family, other students, and/or lab technicians. If you are found guilty of plagiarism you will immediately fail this class and risk expulsion from this institution.

## MATERIALS / BOOKS - You must have these items with you every class:

- External hard drive – 8GB (or more)
- Notebook, pen, pencil and colored pencils
- Internet access – blog, tutorials, class site ([visuallyclear.info/sxu](http://visuallyclear.info/sxu))
- Idea /process log (i.e. Blogger Account)
- Creating / publishing / purchasing 2 copies of your own book before the end of the semester – (estimated price \$30 - \$50) - SXU ART & DESIGN will keep 1 of these.

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## **GRADES – 100 total points** (100–90 = A | 89–80 = B | 79–70 = C | 69–60 = D)

Each student earns points through attendance, skillful completion of set of tasks and goals, flexibility and coaching, creativeness, and academic excellence. The challenge is to learn how to create and communicate interesting visual messages and grow their visual language. Through critique students will learn how to improve the comprehension and accuracy of their message. Each student will adhere to a fair standard of craft, composition, and concept.

### **Participation, Punctuality, Preparedness, and Presence – 30 points**

**(1 point / meeting).** Attendance is taken at the start of class.

The student must budget their own time. No lectures, demonstrations or in-class assignments will be repeated outside of class. In rare exceptions appointments can be made to discuss missed content.

### **Student Blog, Visual Journal – 15 points**

**(1 point per week for on-time, coherent blog posts that contain assigned images and text.)**

Each student is required to keep a blog and post every week for this course. This blog is a visual journal - a record of demonstrated techniques, lectures, research, preliminaries (thumbnails, sketches, and roughs), each project (including variations and final versions) should be posted and contextualized with artist statements (an explanation of your artwork in terms of craft, composition, and concept). This is an integral part of the learning process and grading.

### **Project / Critique – 45**

Every week will be a presentation or critique. BE PREPARED! All work will be considered only if follows individual project guidelines.

### **Midterm / Final – 10 points (2 @ 5 points each)**

There will be a midterm / final.

Or - 2 museum / gallery trips that you must attend and blog about.

Or - 1 of each.

## **INSTRUCTIONAL USE OF TECHNOLOGY**

In this course, the instructor will use the following tools: analog technologies, digital technologies: Macintosh Computer, Preview, Adobe Creative Cloud Software, Web, Blog, Scanner, Digital Camera, Drawing Tablet, Video Projector, and Printer.

## **STUDENT USE OF TECHNOLOGY**

In this course, the student will use the following tools: Macintosh Computer, Preview, TextEdit, Adobe Creative Cloud: Illustrator and InDesign, Blog, Scanner, Digital Camera, Drawing Tablet, Printer, and Printing Service.

## **STUDENTS WITH DISABILITIES**

If you believe that you need accommodations for a disability, please contact the Learning Center and Disability Services (LCDS) in L-108 or call 773.298.3308 for an appointment to discuss your needs and the process for requesting accommodations. LCDS is responsible for coordinating disability-related accommodations and will issue students with documented disabilities “Confidential Accommodation Plan” letters, as appropriate. Since accommodations may require early planning and generally are not provided retroactively, please contact LCDS as soon as possible.

## **GENERAL EDUCATION ASSESSMENT**

Some students are taking this course for general education credit. The general education program routinely conducts assessments of general education courses in order to prove that we are doing what we say we are doing. One assignment this semester will be used to assess this class and you will be responsible for uploading that assignment to a special portal on this classes Canvas portal.

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## STUDIO ART ASSESSMENT CRITERIA AND GRADING RUBRIC

Students who complete a Level II Humanities course that focuses on productions will be able to engage with artistic expressions by developing skills appropriate to the conventions and techniques of the creative genre and medium in which they are working, and will participate in the creative process by exploring stylistic options and making genre- or medium-appropriate choices.

	<b>EXCEEDS EXPECTATIONS</b>	<b>MEETS EXPECTATIONS</b>	<b>MINIMALLY MEETS EXPECTATIONS</b>	<b>DOES NOT MEET EXPECTATIONS</b>
<p><i>Shared Outcome:</i></p> <p>Identify, analyze, and evaluate the elements of different types of artistic expressions.</p>	<p>The student offers a new/insightful analysis or evaluation of different types of artistic expression.</p>	<p>The student differentiates between various types of artistic expressions and analyzes or evaluates their features.</p>	<p>The student can identify different types of artistic expressions, but does not analyze or evaluate their features.</p>	<p>The student does not identify different types of artistic expressions and does not analyze or evaluate their features.</p>
<p><i>Production Outcome: Skill Development</i></p> <p>Engage with artistic expression by developing skills appropriate to the conventions and techniques of the creative genre or medium.</p>	<p>The student develops a range of skills appropriate for his/her form of expression.</p>	<p>The student develops most of the required skills appropriate for his/her form of expression.</p>	<p>The student develops some skills appropriate for his/her form of expression.</p>	<p>The student does not develop skills appropriate for his/her form of expression.</p>
<p><i>Production Outcome: Creative Process</i></p> <p>Engage in the creative process by exploring stylistic options and making genre- or medium-appropriate artistic choices.</p>	<p>The student explores a variety of stylistic options for his/her creative expression as directed. The student actively engages in the creative process by making artistic choices that enhance the (individual or group) production.</p>	<p>The student explores stylistic options for his/her creative expression as directed. The student engages in the creative process by making artistic choices that contribute to the (individual or group) production.</p>	<p>The student explores one or two stylistic options for his/her creative expression as directed. The student minimally engages in the creative process by making few artistic choices that contribute to the (individual or group) production.</p>	<p>The student does not explore stylistic options for his/her creative expression as directed. The student does not engage in the creative process and/or makes artistic choices that do not contribute to the (individual or group) production.</p>

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## SXU SPRING 2018 SEMESTER – IMPORTANT DATES

January 8	Spring Semester Begins
January 15	Martin Luther King, Jr. Day Holiday: no classes
January 29	Final day to change a class from audit to credit
March 5 - 11	Spring Break
March 7	Final Day to change a class from credit to audit or pass/fail
March 15	Deadline to file for Summer 2018 and Winter 2018 Graduation
March 14 - 29	Registration for Fall 2018 classes for currently enrolled students
March 19	Incomplete grades due from Fall 2017 semester
March 20	Grad Fest 10 a.m. to 8 p.m.
March 21	Mission Heritage Day
March 29 - April 1	Easter Holiday
April 30 - May 5	Final Examinations
May 4 - 5	Annual Commencement Ceremonies

See [visuallyclear.info/sxu](http://visuallyclear.info/sxu) for course schedule.