

SYLLABUS

I. COURSE TITLE

ART 5305

Computer Illustration

3 semester hours

II. PREREQUISITES

None.

III. COURSE DESCRIPTION

This is an introductory course that allows the student to pursue computer-generated illustration and communication techniques.

IV. RATIONALE

This course is a part of the program of graduate studies in art at Mississippi College and may be taken in partial fulfillment of degree requirements. The course is intended to provide competencies in digital illustration which will enable the student to function in an increasingly computer-oriented visual world.

V. LEARNING OBJECTIVES AND OUTCOMES

Upon completion of this course, the student will be able to:

- A. Execute creative illustrations using vector- and raster-based softwares.
- B. Utilize contemporary computer hardware.
- C. Build a portfolio of images created on the computer.
- D. Show a grasp of the media-specific capabilities of computer illustration.
- E. Comprehend the possible role of the computer in the furtherance of Christianity.

VI. COURSE TOPICS

The major topics to be considered are:

- A. Operating systems.
- B. Computer objects.
- C. Software categories.
- D. Use of vector- and raster-based software.
- E. Creating illustrations on the computer.
- F. Applications of computer objects in computer display and print.

VII. INSTRUCTIONAL METHODS AND ACTIVITIES

Methods and activities for instruction will include:

- A. Lecture and demonstration.
- B. Preparation of notebooks.
- C. Preparation for tests.
- D. Studio projects.
- E. Discussion.

- F. Research and writing.

VIII. ASSIGNMENTS

Assignments will be tailored to the individual student and the composition of the class but will reflect as many of the instructional goals of the course as are feasible for the student's level of accomplishment and the timeframe of the course.

Each student will do research on some area of the history, aesthetics, applications or technique of computer illustration. From this research the student will prepare a paper and presentation, the scope of which will be decided in conference with the professor. Papers must follow the APA format.

IX. EVALUATION

The student will be responsible for the following:

- A. Reading Textbook Assignments
- B. Class Participation in Discussions
- C. Notebooks
- D. Preparation for Tests
- E. Studio Projects

Research Project

70% **Project Grades:** Completion of assignments in various photographic avenues.

10% **Research Project**

10% **Notebooks**

10% **2 Written Tests** covering lecture and assigned readings. One test will be administered at mid-term and the other on final exam day.

100% Total

X. GRADING SCALE

A = 93-100

B+ = 89-92

B = 85-88

C+ = 80-84

C = 76-79

D = 65-75

F = 0-64

I = "Incomplete may be given to a student who has been providentially hindered from completing work required in a course – provided the student has made prior arrangements with the faculty member to complete work at a later date. A grade of I must be removed by the following semester or it becomes an F; it cannot be removed by repeating the course." (2000-2001 Graduate Catalog, p. 32).

XI. XIII. LIST OF MATERIALS

Students will need material for computer output and removable storage media for computer files.

XII. XIV. REFERENCES

A Textbook

Ennis, J. (1997). Going Digital: an artist's guide to digital illustration. NY: Watson-Guptill Publications, Inc.

Bibliography

Ackermann, E. (1996). Learning to Use the World Wide Web. Wilsonville, OR: Franklin, Beddle & Associates.

Elliot, J. et al. (1996). Multimedia: The Complete Guide. NY: DK Publishing.

Greenberg, D. et al. (1982). The Computer Image: Applications of Computer Graphics. Reading, MA: Addison-Wesley.

Keyes, J., ed. (1997). The Ultimate Multimedia Handbook. NY: McGraw Hill.

Kerlow, I. and Rosebush, J. (1986). Computer Graphics for Designers and Artists. NY: Van Nostrand Reinhold

Kingman, L., ed. (1978). The Illustrator's Notebook. Boston, MA: The Horn Book.

Klemin, D. (1970). The Illustrated Book: Its Art and Craft. NY: Bramhall House.

Labuz, R. (1993). The Computer in Graphic Design. NY: Van Nostrand Reinhold.

Prueitt, M. (1984). Art and the Computer. NY: McGraw-Hill.

Wilde, J. and Wilde, R. (1991). Visual Literacy: A Conceptual Approach to Graphic Problem Solving. NY: Watson-Guptill.

Available from booksellers:

Ashford, J. and Dayton, L. (1995). Adobe Illustrator : A Visual Guide for the Mac : A Step-By-Step Approach to Learning Illustration Software. Reading, MA: Addison Wesley Longman, Inc..

Ashford, J. and Odam, J. (1996). Start With a Scan: A Guide to Transforming Scanned Photos and Objects into High Quality Art. Berkeley, CA: Peachpit Press.

Golding, S. (1997). Photomontage : A Step-By-Step Guide to Building Pictures. Gloucester, MA: Rockport Pub.

Heller, S. and Fernandes, T. (1995). The Business of Illustration. NY: Watson-Guptill Publications.

Hiebert, K. and Hofmann, A. (1998). Graphic Design Sources. New Haven, CT: Yale University Press.

Moore, Michael, ed. (1998). Print Preparation & Trapping in Adobe Illustrator. Don Mills, ON: Digital Media Incorporated.

Spalter, A. (1998). The Computer in the Visual Arts. Reading, MA: Addison Wesley Longman, Inc...

Wagstaff, S. (1998). Animation on the Web. Berkeley, CA: Peachpit Press.