

## Course Syllabus Fall 08-09

**GRDS242** sec. 1 & 2

### Computer Graphics II

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Sec1 T4:00-7:00 F9:00-10:30

Sec2 Th4:00-7:00 F10:30-12:00

Computer Graphics II is the continuation of a series of computer courses in the **Graphic Design** program. It is divided into 2 main sections, the first of which covers **Adobe Photoshop®**, the most professional pixel-based image editing software, where you will learn advanced image creation and editing techniques for print and web applications. The second section deals with **Adobe Indesign® (QuarkXPress™)**, the professional electronic desktop publishing software, where you can create any form of publication, from simple single page to complex multicolor documents.

The following points are **guidelines** to organize the sessions during the semester:

The course material, exercises, projects and exams will be divided to approximately **30 sessions**, every single one of which is very important. It is your own responsibility to **take notes** during course material, and to ask questions in the case you don't understand.

Moreover, **individual practice** is a must in order to experiment and be faced with difficulties and problems that you will eventually discover in your work. The first 15 minutes of every session will be dedicated to answering questions regarding **previous course material** or problems you encountered while practicing.

**Punctuality** is extremely important. Any late comers are allowed to attend the session, but will be considered absent. Absences and **habitual tardiness** will not be tolerated. More than 3 absences during the semester will result in a **deduction** in the final grade.

It is your **responsibility** to follow up with the course material and be informed of assigned exercises and projects in the case of absence.

Class **attentiveness** and **participation** is also important, since it shows how much you are grasping the material and how much practice is being done.

All the **major features** of Adobe Photoshop® and Indesign® (*QuarkXPress™*) will be covered throughout the semester, but it is your responsibility to continue discovering and learning the highly numbered features within these software applications.

Throughout the semester you will be given graded exercises, as well as projects and exams. You will be graded on the following: **Attendance, punctuality, exercises and projects, midterm and final exam, overall participation and teacher appreciation**. It is of extreme importance that you respect all your due dates and times, as late presentations of projects result in deduction of grades.

Each student is required to have a minimum of a USB flash disk, as well as 10 CD-Rs. Some of the exercises will be worked **in class** during the sessions, and others will be assigned to be worked during **lab hours**. As for the assigned projects, the **work process and sketches** have as much importance as the final outcome. In any case should I suspect **plagiarism** or any kind of **academic dishonesty**, the student will be directly given an **zero** on the project, and furthermore this act may result in **losing credit** for the course and in **suspension** from AUB.

*N.B.: The emphasis on the punctuality in attendance and due dates, as well as abiding by the projects' requirements is for your own interest, and will help you develop as successful and professional graphic designers.*