

St. Benilde Course Description for Certificate Courses in Computer Graphics

Title of Certificate Course : **Certificate Course in Computer Graphics**

Course Objective :

- To identify and develop the artistic talents of deaf students, enhance their sense of personal worth and self-esteem and provide them the opportunity for success in the graphic design field.

Course Skills :

- Knowledge Objective

Students will develop a design vocabulary about visual art elements and principles of design, strengthen their theoretical, analytical and open-ended problem-solving skills, understand some of the different types of specialized equipment that exist in today's electronic design offices.

- Skills Objective

Students will develop the skills necessary to utilize the computer as a graphics tool, enabling them to incorporate computer graphics technology into their work.

- Attitude Objective

Students will develop confidence in their abilities to express ideas creatively and strengthen their ability to be imaginative and innovative individuals.

Employment Opportunities:

The program is relevant and responsive to the needs of the industry. Provisions are made to expose students to the actual demands of the workplace through practicum in selected institutions.

After this course, an individual can work as

- a technician in digital image capture and image preparation, digital prepress, film processing, media production, presentation graphics, or basic video production.
- an operator of digital printing systems or an offset lithographic printing press.
- a graphic artist in commercial printing plants, pre-press and color trade shop companies, in-plant printing departments, book and magazine publishers, newspaper facilities, government printing facilities, custom or commercial photographic labs, in-house industrial photographic labs, industrial training or media departments, imaging production houses, or school or university media centers.
- Freelance photographer

References of course descriptions : NTID DI&PT Program, NTID Arts and Computer Program, CSB – School of Design

COURSE DESCRIPTION

Des1 (Elements & Principles of Design)

An investigation of the elements and principles that constitute the graphic ingredients in the universal language of design. This provides knowledge on the effective use of line, form, space, light, color and texture, proportion, balance, rhythm, emphasis, and harmony to the organization of ideas toward the composition of good design.

Des2 (Color Render / Color Theory)

It provides a theoretical and practical understanding of color theory. It includes the study of the identification of colors; factors affecting color perception and recognition; design and production influences on the selection of color specification systems.

Des3 (Graphic Design)

This course explores the creative and conceptual processes for effectively communicating ideas through type and image. Solutions to a variety of visual communication problems as studied using color, type, symbols, forms, illustration and photography.

Draw1 (Freehand Drawing/Figure Drawing)

The fundamentals of visual vocabulary. Students work from observation using still-life objects and the human figure. Rendering techniques cover line, value, gesture, spatial elements and linear perspective. This course develops the students' ability to visually reason and communicate about the visual experience.

The second part continues to explore principles and techniques in figure drawing. It introduces the study of the human form, including quick gesture drawing, contour studies, line drawing, proportion, shading and light, use of quick sketches and sustained study, and use of the figure in composition.

Draw2 (Typography)

Digital photography, graphics and typography blend to communicate quickly and memorably, as well as beautify a layout. The student will learn basic design and typography principles, terminology, guidelines, methods and systems used to solve graphic design problems. Font management and color model specifications are also included. Students will develop design and typography skills that can be applied in a wide variety of digital prepress and presentation media applications. Typography study will emphasize font selection, font management, and typesetting and copyfitting functions as critical elements of successful page layout design.

Draw3 (Drawing Composition and Application)

Use of drawing principles learned in previous drawing courses and the design courses. Emphasis is on development of advanced drawing skills, using various subjects, media and processes.

References of course descriptions : NTID DI&PT Program, NTID Arts and Computer Program, CSB – School of Design

Fotogra1 (Foundation Course in Photography)

This is an introductory course for students with little or no previous experience in photography. Course covers basic photographic tools, theory, practice and history of photography, composition, use of light, black-and-white printing techniques, graphic arts films, and different papers and films. The course will use black-and-white materials, small camera operation, roll film processing, enlarging, finishing, and presentation. Special emphasis is given to projects involving the development of camera vision and ideas.

Fotogra2 (Color Photography)

This is an introduction to the theory, practice and history of color photography. Course content covers color theory, film processing and printing of color negatives, light for color and discussions of psychological uses of color versus black-and-white. Students are also introduced to transparency film use.

The class is designed to explore the inherent qualities of color processes so students learn to make informed decisions in their choice of process.

Fotogra 3 (Advanced Photography)

This course allow students to focus on ideas in either black-and-white or color. Emphasis will be placed on individual research, the refinement of technical skills and the development of imagery.

Digilu1 (Imaging I)

This course is intended to introduce students to basic concerns related to using the still photographic image with current electronic imaging software. Students explore the potentials of computers and software in developing their imagery and ideas. Areas of concern include : color, collage, image manipulation, and drawing, as well as the technical skills necessary for using the computers and software.

Digilu2 (Imaging II)

This course allows students to work on self-defined, personal imaging projects while exploring related computer tools and software at more advanced levels. Students are encouraged to develop new forms of output for their traditional photographic images. The course explores diverse forms for the organization and presentation of digital artwork.

Publish1 (Fundamentals of Desktop Publishing)

This course includes the use of desktop publishing applications to create pages and documents to specification; importing and placing text and graphic files; the application of style sheets, templates and libraries, and color specifications. The application of design and typographic principles, trade terminology and measurement systems, font management, and file management are emphasized.

References of course descriptions : NTID DI&PT Program, NTID Arts and Computer Program, CSB – School of Design

Publish 2 (Multi-Page Design)

This course builds on topics presented in Publish 2. Topics include defining and applying style sheets, templates and libraries, recognizing and applying proofreaders marks and notations; and defining and applying color model specifications.

Portfolio Presentation

A workshop designed to help students take what they have learned in their previous art and computer classes to prepare and present a portfolio. Students will design and produce a portfolio demonstrating proficiency in graphic design.

FLOWCHART

