

PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE  
MASTER SYLLABUS

INTRODUCTION TO MACINTOSH GRAPHIC DESIGN  
CGT 1030

**Class Hours: 3.0**

**Credit Hours: 3.0**

**Laboratory Hours: 0.0**

**Date Revised: Spring  
02**

NOTE: This course is not designed for transfer credit.

**Catalog Course Description:**

Introduction to the Macintosh computer and its operating system and an overview of graphic design applications. A functional lab will be included as a component of the course.

**Entry Level Standards:**

Student should be reading on college level.

**Prerequisites:**

None

**Corequisites:**

ART 1011 and CGT 1950. No corequisite for non-CGT majors.

**Textbook(s) and Other Reference Materials Basic to the Course:**

Required Text

*The Little Mac Book*, Latest Edition, by Robin Williams, Peachpit Press

*Visual Quickstart Guide– Illustrator 9*, by Elaine Weinmann and Peter Lourekas, Peachpit Press

*Visual Quickstart Guide– QuarkXPress 4*, by Elaine Weinmann, Peachpit Press

Materials

Two Macintosh formatted 100MB Iomega Zip Cartridges, 3-ring notebook with page protectors

**I. Week/Unit/Topic Basis:**

This syllabus is subject to modification by instructor to best meet the educational progression of the students in this course.

<b>Week</b>	<b>Topic</b>
1	Introductions and expectations / materials / tools / getting organized./ Macintosh Basics.
2	Graphical User Interface; Ks, megs and disks; starting up; the mouse; the Desktop & Finder; menus; important keys; all windows; desktop windows; icons; folders; copying & selecting; Trash Can; opening files; closing and quitting; ejecting disks; shutting down. Key Terms.

- 3 Typing/typography; font selection; styles; sizes; saving documents; printing documents. Key Terms.
- 4 System folder, Fonts, Desk accessories, Apple Menu, Control Panels, Aliases, Find File; Beginning Postscript Illustration; Introduction to Adobe Illustrator® 9; The Toolbox, palettes; settings; learning basic shapes; Illustration tutorial #1
- 5 Illustration Tutorial #1; Basic shape tools; rectangles, ellipses, and lines; views; transformation tools; using the freeform tools; paths. Key Terms
- 6 Quiz #1; Pen tool; Coloring; Gradients; Patterns; Layers; Style and Edit Type; Compounds
- 7 Illustration Tutorial #2; Masks; Filters; Graphs; Precision Tools; Output; Separations.
- 8 Illustration Tutorial #2; Scanning Technology: Bitmapped vs. object oriented graphics. Image translation; line art, halftone reproduction and output. TIFF format
- 9 Introduction to Adobe Photoshop®, tools, menus, palettes. Demo, Key Terms Photoshop® Tutorial; basic image editing techniques
- 10 Introduction to QuarkXPress®; The Basics, palettes; Startup, new files; Get Around; Text Input; Text Flow
- 11 QuarkXPress® tutorials; Formats; Typography. Navigating; Very Important Information, disk management; Visual Clues
- 12 Quiz #2; QuarkXPress® tutorials; QuarkXPress® basics; Multiple Items; Pictures; Pictures and Text Design Development: Project 4; Final Individual Critiques: Project 4; Presentation: Project 4.
- 13 QuarkXPress® basics; Lines; Beziers; Style Sheets; Master Pages; Color; QuarkXPress® tutorials; Synthesis Project Assignment
- 14 QuarkXPress® basics; Output; QuarkXPress® tutorials QuarkXPress® exercises; individual project development.
- 15 Individual project development; Quiz Review: Quiz #3; Synthesis Project Critique
- 16 Final Exam

## **II. Course Objectives\*:**

- A. Develop a working knowledge of the Macintosh operating system, graphical user interface, hardware requirements and peripherals. I, II, IV
- B. Develop a working knowledge of object-oriented/vector based graphics and Postscript illustration programs. I, II, IV
- C. Develop an understanding of basic bitmapped graphics and image editing techniques. I, II, IV
- D. Integrate text and graphics in a page layout using graphic design industry standard software. I, II, IV
- E. Develop an understanding of basic scanning technology. I, II, IV

- F. Develop an understanding of Macintosh Font technology. I, II, IV

\*Roman numerals after course objectives reference goals of the CGT program.

### **III. Instructional Processes\*:**

Students will:

1. Complete a prescribed series of exercises and tutorials using the Macintosh computer exploring the current Macintosh OS. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
2. Complete a prescribed series of exercises and tutorials using object oriented/vector based illustration software. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
3. Complete a prescribed series of exercises and tutorials using graphic design industry standard word processing software. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
4. Complete a prescribed series of exercises and tutorials using graphic design industry standard image editing software. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
5. Complete a prescribed series of exercises and tutorials using graphic design industry standard page layout/publishing software. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
6. Design and produce a synthesis project that requires the use of all of the industry standard graphic design software covered during the course. *Problem Solving and Decision Making Outcome, Technological Literacy Outcome, Transitional Strategy, Active Learning Strategies*
7. Practice elements of the work ethic such as professionalism, preparedness, punctuality, honesty, cooperation, dependability, contribution, effectiveness, and good manners. *Personal Development Outcome*

\*Strategies and outcomes listed after instructional processes reference Pellissippi State' s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

### **IV. Expectations for Student Performance\*:**

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

1. Use Macintosh computer skills and understand the structure and interface (menus, windows, icons, etc.) for current software applications. A, B, C, D, E
2. Format disks and save personal documents (files) to disks. A
3. Identify and design with “ classic” typographic fonts. A
4. Understand basic computer functions and terminology. A, B, C, D, F
5. Create original documents and files, navigating through software applications. A, D
6. Perform basic illustration techniques using Adobe Illustrator® A, B

7. Incorporate the technique of 'layering" in digital illustration. B
8. Perform basic page layout functions using QuarkXPress®. A, D
9. Understand scanning technology in the translation of images into the digital environment. A
10. Perform basic image editing techniques using Adobe Photoshop®. B
11. Distinguish between and apply the RGB, Pantone, and Process (CMYK) color models. A, B
12. Import photos and illustrations into QuarkXPress® to output a " synthesis" project.  
A, B, C, D
13. Maintain and submit a neatly formatted portfolio (3-ring binder) of all class notes and projects. A, B, C, D, E, F
14. Participate in group dialogue/critiques applying relevant nomenclature/concepts. A, B, C

\*Letters after performance expectations reference the course objectives listed above.

#### **V. Evaluation:**

##### A. Testing Procedures: 45% of grade

Three Quizzes: 15% each

Students will be tested on material from reading assignments, lectures, class handouts, etc. (Missed tests or quizzes may not be made up without instructor approval.)

##### B. Laboratory Expectations:

Students will find it necessary to spend additional time in the Macintosh lab in order to successfully complete assignments.

##### C. Field Work:

N/A

##### D. Other Evaluation Methods: 55% of grade

Journal/workbook – 20%

Students will maintain a journal/workbook (3– ring binder with page protectors) of class notes, class handouts, projects, completed exercises and tutorial assignments.

Synthesis Project – 20%

Attitude/Participation/Attendance – 15% (Refer to IV Policies, CGT Program)

##### E. Grading Scale:

A	90–100
B+	86–89
B	80–85
C+	76–79
C	70–75
D	60–69
F	Below 60

#### **VI. Policies:**

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course. Individual departments/programs/disciplines, with the approval of the vice president of Academic and Student Affairs, may have requirements that are more stringent.

B. Other Policies:

Roll: Roll will be taken at the beginning of the class period. Three tardies will count as one absence. In the event that you are late, be sure to have the instructor mark you present. Leaving class early without prior approval from the instructor is not acceptable.

Make-up Work: In the event of an absence, students must use their own initiative to secure lecture notes, assignments, and other information that might have been covered during the class period.