Hagerstown Community College Master Syllabus
GDT 112: Computer Graphics

Course Information
GDT 112 – Computer Graphics
3 credits
SP 2019

Instructor Information

Course Description
This entry level hands-on graphics course is for aspiring designers, graphic artists, illustrators, web designers, videographers, photographers and anyone interested in creating well designed graphics involving digital media. Using state of the art computers plus the latest software, students will be introduced to digital media foundations using Adobe Creative Suite. Illustrator (vector based), Photoshop (bitmap). InDesign (text formatting and layout), Dreamweaver (html) and Flash (animation) will be explored. Students will be introduced to the principles of design, the design process and the field of digital media in general. This is an entry-level course. Students should be comfortable using a mouse and keyboard. *Prerequisite: IST 100 or consent of TCS Division.

Textbook
Adobe Design Collection Creative Cloud Revealed, Chris Botello, Elizabeth Eisner Reding. Cengage Learning, 2015. ISBN: 978-1-305-26361-1

Student Learning Outcomes
- Students will show technical proficiency in raster Image Manipulation by creating layer based images optimized for specific applications and showing comprehension of raster software.
- Students will show technical proficiency in vector image manipulation by creating images appropriate to specific applications and showing comprehension of vector software.
- Students will be able to discuss their knowledge of theory and vocabulary of their field in a professional manner through written and verbal communications as well as demonstrated in their work and analyze those terms in their own and others works.
- Students will demonstrate typographic skill through proper kerning, leading, tracking, legibility, alignment, and font selection and placement in their bodies of work.
- Students will demonstrate layout and composition in their pieces through the use of balance, hierarchy, emphasis, unity, movement, contrast, rhythm, focus, use of grids and white space.
- Students will be able to defend their own work and professionally critique other's through oral and written arguments that evaluate diverse users/audiences, technical issues, and design choices related to client needs.
- Students will demonstrate knowledge of color by identifying and selecting proper color models and creating professional color palettes according to project requirements.
- Students will be able to identify the legal issues of copyright and appropriately use copyrighted material in their projects.

Definition of Credit Hour: Classroom Courses

To earn one academic credit at HCC, students are required to complete a minimum of 37.5 clock hours (45 fifty-minute academic hours) of coursework per semester. Those hours of coursework may be completed through a combination of hours in the classroom and hours outside the classroom. Certain courses may require more than the 37.5 minimum hours of coursework per credit. For most classes, students should expect to complete at least 2 hours of coursework outside of class for each hour of in-class coursework.

Classwork type	Direct Faculty Instruction In-class **37.5 hours required**	Student Work Out of Classroom **75 hours required**
In-class lecture and discussion	37.5 hours	
Reading		20 hours
Quiz/exam studying		10 hours
Reading question completion		15 hours
Paper writing		30 hours
Total	**37.5 hours**	**75 hours**

Services for Students with Disabilities

Students may receive reasonable accommodations if they have a diagnosed disability and present appropriate documentation. Students seeking accommodations are required to contact the Disability Support Services (DSS) office as early as possible. Students may contact a DSS staff member for an appointment at dss@hagerstowncc.edu or at 240-500-2530.