

FLORIDA STATE COLLEGE AT JACKSONVILLE

COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER:	GRA 2207
COURSE TITLE:	Electronic Imaging II
PREREQUISITE(S):	None
COREQUISITE(S):	None
CREDIT HOURS:	3
CONTACT HOURS/WEEK:	4
CONTACT HOUR BREAKDOWN:	
Lecture/Discussion:	3
Laboratory:	1
Other _____:	
FACULTY WORKLOAD POINTS:	3.7
STANDARDIZED CLASS SIZE ALLOCATION:	24
CATALOG COURSE DESCRIPTION:	
	In this course graphic design and graphic art students gain an in-depth understanding of digital pre-press and computer color theory using an image processing application. This should enable students to produce digital grayscale and color images. Software used is Adobe Photoshop.
SUGGESTED TEXT(S):	<u>The Adobe Photoshop Handbook, 2.5 Edition</u> , David Biedny and Mark Siprut, New York, NY: Random House, Inc., 1993.
	<u>Photoshop in Black and White</u> , Jim Rich and Sandy Bozek, Berkley, CA: Peachpit Press, 1993.
IMPLEMENTATION DATE:	Fall Term, 1995 (961)
REVIEW OR MODIFICATION DATE:	Fall Term, 2002 (20031) Fall Term, 2007 (20081)

COURSE TOPICS

CONTACT HOURS
PER TOPIC

I. Advanced Image Output	20
A. Output Consideration Steps	(3)
1. Display Mode of Source Image	
a. RGB	
b. Lab Color	
c. CMYK	
2. Mode Conversion to Achieve Best Output	
a. Black and White	
b. RGB or CMYK Digital Printer	
c. CMYK Digital Printer--CMYK Mode	
d. Film Recorder--RGB Mode	
e. Video--RGB Mode	
f. Four-Color Process Separation--CMYK Mode	
3. Stage at Which to Convert	
4. Target Options	
Set-Up (In Preferences)	
B. File types for motion graphics in After Effects (3)	
1. Import	
a. PSD files (with and without layers)	
b. Import PSD files as footage or composition	
c. Illustrator AI files (with and without layers)	
2. Quicktime Movies	
3. Compression Codes	
a. Sorenson	
b. Animation	
c. Cinepak	
d. AVI	
C. After Effects Basics	(5)
1. Creating After Effects projects	
2. Interpret Alpha Channels	
3. Creating Compositions	
4. Adding Layers	
5. Work with transform properties	
6. Create and adjust keyframes	
7. Duplicate layers	
8. Rename layers	
D. Rendering	(2)
1. Output Settings	
2. file formats	

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
E. Printing Photoshop Images in Other Applications (2)	
1. Grayscale--Export as a TIFF	
2. For Color Separations--Export as CMYK EPSF	
3. Clipping Path,--EPSF with Clipping Path	
4. Duotone--EPSF	
5. Four-Color Separation--Desktop Color Separation (DCS)	
F. Precomposing multiple after effects layers (2)	
G. Adjusting velocity graphs (2)	
 II. Building After Effects Compositions from Photoshop Files	 4
A. Import layered Photoshop files as compositions	
B. Individual Photoshop layers as after effects layers	
C. Transfer modes	
D. Creating solid layers	
 III. Masks in Photoshop and After Effects	 4
A. Use mask tools	
1. Pen tool	
2. square and elliptical tool	
B. Resize masks	
C. Create and animate a null object	
 IV. Effects	 8
A. Create simple expressions	
B. Filter Effects	
C. Null objects	
 V. After Effects text	 8
A. Apply, format and animate the Basic text effect	
B. Apply, format and animate the Path text effect	
C. Apply, format and animate the Numbers effect	

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
VI. After Effects 3D compositing	8
A. Move and orient layers in 3D space B. Use orthogonal views for 3d layers C. Add camera layer	
VII. Image Output	8
A. Image Resolution	
1. Basics	
Image Resolution Considerations	
Selecting Image Resolution	
Determine final use for Image (web, video, print)	
B. Movie output	
1. Basics	
Image Resolution Considerations	
Selecting Image Resolution	
Determine final use for movie (web, video, CDROM)	

PROGRAM TITLE: Graphic Design Technology

COURSE TITLE: Electronic Imaging II

CIP NUMBER: 0650.040200

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

01.0 DEMONSTRATE EFFECTIVE COMMUNICATION SKILLS -- The student will be able to:

- 01.01 Demonstrate presentation skills.
- 01.04 Read and interpret written and oral instructions.

03.0 DEMONSTRATE SAFE AND EFFICIENT WORK PRACTICES -- The student will be able to:

- 03.01 Follow industry rules, safety regulations and policies.
- 03.02 Demonstrate proper use of toxic materials.

04.0 PERFORM ILLUSTRATION -- The student will be able to:

- 04.01 Create line art.
- 04.02 Demonstrate hard and soft line illustrations.
- 04.03 Demonstrate transparent and opaque techniques.
- 04.06 Develop illustration skills and techniques.

05.0 DEMONSTRATE STYLE/TECHNIQUES -- The student will be able to:

- 05.01 Select appropriate style or technique to problem solving.
- 05.02 Display creative talent and ingenuity.

08.0 APPLY DESIGN THEORIES -- The student will be able to:

- 08.01 Create a design in black and white or color.
- 08.02 Create various mockups and dummies.

13.0 PERFORM PASTE-UPS -- The student will be able to:

- 13.02 Perform cropping of photograph and sizing of illustration.

14.0 PRINTING PROCESS -- The student will be able to:

- 14.01 Analyze and identify method of proofing.
- 14.02 Determine methods of printing.
- 14.03 Select stocks and inks.
- 14.04 Explain color separation process.
- 14.05 Identify and specify half-tone and line negatives.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

- 14.06 Interpret stripping procedures.
- 14.07 Identify specialty printing methods.

15.0 INTERPRET PRINTING PROCESS -- The student will be able to:

- 15.01 Identify special printing methods.
- 15.02 Explain basic print process.

16.0 CREATE AIR BRUSH ILLUSTRATIONS -- The student will be able to:

- 16.02 Determine proper air brush technique.
- 16.04 Apply masking materials.
- 16.05 Perform photo-retouching (color) (b/w).

17.0 DEMONSTRATE PROPER USE OF INDUSTRY TOOLS AND EQUIPMENT -- The student will be able to:

- 17.02 Utilize and read various scales.

19.0 DEMONSTRATE KNOWLEDGE OF CURRENT INDUSTRY STANDARDS, PRACTICES TECHNIQUES -- The student will be able to:

- 19.01 Explain copyright procedures.
- 19.02 Utilize industry terminology.
- 19.03 Identify industry practices and procedures.
- 19.04 Explain importance of meeting deadlines.
- 19.05 Acquire up-to-date in-field technology.
- 19.06 Learn how to cope with stress.
- 19.07 Adjust to work conditions.
- 19.09 Identify clip-art images.

20.0 DEMONSTRATE CREATIVE USE OF TYPOGRAPHY -- The student will be able to:

- 20.02 Develop knowledge of type styles.
- 20.03 Demonstrate knowledge of typographical specifications.
- 20.04 Develop knowledge of type construction design.
- 20.05 Allow proper letters and line spaces for typesetting.
- 20.06 Develop working knowledge of typespacing.

22.0 INTERPRET PHOTOGRAPHIC PROCEDURES -- The student will be able to:

- 22.01 Coordinate Photographic procedures with Photographer.
- 22.02 Perform cropping and scaling.
- 22.03 Prepare art cards for multi-media.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

- 22.04 Apply specification terminology.
- 22.05 Analyze marketing potential.
- 22.06 Recognize proper use of specialty services (supplies, specialties).
- 22.07 Create an artistic photographic image.
- 22.08 Utilize the photographic procedures.
- 22.09 Produce a half-tone screen image.

24.0 APPLY COLOR THEORIES -- The student will be able to:

- 24.01 Use color for impact.
- 24.02 Apply color symbolically (psychology).
- 24.03 Develop knowledge of color theory.
- 24.04 Apply color theory and appropriate principles for use in design.

25.0 DESIGN INDUSTRY LEVEL PORTFOLIOS -- The student will be able to:

- 25.01 Demonstrate mounting and matting procedures.
- 25.02 Demonstrate industry presentation procedures and techniques.
- 25.03 Prepare industry level portfolios.

27.0 CREATE COMPUTER-AIDED LAYOUTS -- The student will be able to:

- 27.02 Create color graphics.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

Section 1	
COURSE PREFIX AND NUMBER: <u>GRA2207</u>	SEMESTER CREDIT HOURS: <u>3.7</u>
COURSE TITLE: <u>Electronic Imaging II - Motion Graphics</u>	

Section 2		
TYPE OF COURSE: (Click on the box to check all that apply)		
<input type="checkbox"/> AA Elective	<input checked="" type="checkbox"/> AS Required Professional Course	<input type="checkbox"/> College Prep
<input type="checkbox"/> AS Professional Elective	<input type="checkbox"/> AAS Required Professional Course	<input type="checkbox"/> Technical Certificate
<input type="checkbox"/> Other _____		
<input type="checkbox"/> General Education: (For General Education courses, you must also complete Section 3 and Section 7)		

Section 3 (If applicable)		
INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:		
<input type="checkbox"/> Communications	<input type="checkbox"/> Social & Behavioral Sciences	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Natural Sciences	<input type="checkbox"/> Humanities	

Section 4					
INTELLECTUAL COMPETENCIES:					
<input checked="" type="checkbox"/> Reading	<input checked="" type="checkbox"/> Speaking	<input checked="" type="checkbox"/> Critical Analysis	<input type="checkbox"/> Quantitative Skills	<input type="checkbox"/> Scientific Method of Inquiry	
<input checked="" type="checkbox"/> Writing	<input checked="" type="checkbox"/> Listening	<input checked="" type="checkbox"/> Information Literacy	<input type="checkbox"/> Ethical Judgment	<input checked="" type="checkbox"/> Working Collaboratively	

Section 5		
LEARNING OUTCOMES		METHOD OF ASSESSMENT
•	Creation of Animation of Still Images utilizing industry standard Motion Graphics Software programs.	Student Animation Project
•	Creation of motion graphics utilizing video and stills.	Student Video Project
•	Creation of self-contained movie, utilizing special effects and text.	Student Movie
•	Critically analyze the use and impact of multimedia within the design community and society.	Student Paper
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Section 6	
Name of Person Completing This Form: <u>Julia DeArriba-Montgomery</u>	Date: <u>02/23/05</u>