



NEW YORK INSTITUTE OF TECHNOLOGY

**School of Arts, Sciences, and Communication
Computer Graphics Dept., Computer Graphics I**

Instructor's information

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Course information

Term: FALL, 2005 **Date of syllabus:** September 2005

Course number and section: ARTC201 **Credits:** 3

Course title: Computer Graphics I

Meeting times: (B) Monday and Wednesday; 11:30-2:30 pm

Building and room number: B202

Prerequisites and co-requisites: Department permission

Course description from catalog:

An introduction to the principles of two-dimensional design and color theory utilizing computer graphic techniques. Visual concepts are presented and reinforced through a series of classroom assignments.

Course goals and objectives

Introductory course in digital image-making which surveys the currently used application packages in the computer graphics field. Hands-on experience with emphasis on developing and understanding of the workings of a digital design system.

Grading formula

Evaluation: A = Excellent (100%), B = Good (90%), C=Average = (80%), D = Minimal Effort (70%), F = Failure (60% and below), I = Incomplete, W = Withdrawn.

Criteria for grading:

1) Solving the design problem 2) Excellence of craftsmanship 3) Overall composition 4) Expressive risk-taking, originality

Attendance policy

Attendance in class is mandatory. The Fine Arts Department attendance policy states, "Three absences (excused or unexcused) result in a maximum grade of "D" for the class. Four absences (excused or unexcused) result in failure of the class. Two late arrivals (excused or unexcused) or leaving class early without authorization of the instructor will be counted as an absence." Students are expected to be prepared for each class; failure to do so will result in grade reductions. Failure to attend the final critique is grounds for automatic failure.

Withdrawal policy

Withdrawal from a Course



Students may withdraw from any course within the first eight weeks of the semester (or within 8 meetings of cycle classes) and receive the grade of W (Withdrawal). After the first eight weeks of the semester (or after 8 meetings of cycle classes) students may withdraw with the transcript notation of W only if they are passing at the time and receive the instructor's permission. After the 8th week or equivalent if the student is failing the course a grade of WF will be assigned.

Official withdrawal from courses, whether before or after the 8th week of the semester, requires the submission of the withdrawal form to the registrar with both the student's and the instructor's signature. Faculty may indicate that the student is not passing the course when the student requests a withdrawal after the 8th week or equivalent. **The instructor must file Withdrawal-from-Course forms with the registrar.** These forms are available in the registrar's and departmental offices.

Policy for make-up exams and missed or late assignments

If students have a legitimate physical problem or otherwise reasonable explanation for lateness of submission, requests for late submissions of final projects will be considered. However, any final project not submitted before the deadline shall lose a full 20% of grade possible. (I.e.- if A-level work is turned in after deadline, the best credit the work can bring will be a C grade or 80%.) If the work is not turned in at all, the student fails the course. In the deadline-oriented world of design, the penalty is a 100% loss.)

Academic Integrity and Plagiarism policies

Each student enrolled in a course at NYIT agrees that, by taking such course, he or she consents to the submission of all required papers for textual similarity review to any commercial service engaged by NYIT to detect plagiarism. Each student also agrees that all papers submitted to any such service may be included as source documents in the service's database, solely for the purpose of detecting plagiarism of such papers.

Plagiarism is the appropriation of all or part of someone else's works (such as but not limited to writing, coding, programs, images, etc.) and offering it as one's own. Cheating is using false pretenses, tricks, devices, artifices or deception to obtain credit on an examination or in a college course. If a faculty member determines that a student has committed academic dishonesty by plagiarism, cheating or in any other manner, the faculty has the academic right to 1) fail the student for the paper, assignment, project and/or exam, and/or 2) fail the student for the course and/or 3) bring the student up on disciplinary charges, pursuant to Article VI, Academic Conduct Proceedings, of the Student Code of Conduct. The complete Academic Integrity Policy may be found on various NYIT Webpages, including:

http://www.nyit.edu/about/administration/academic_affairs/academics/resources_faculty.html

Other policies

Computer Usage

Students in this class will have access to and use of the computers in this school for the following purposes and the following purposes ONLY in the development of projects for this class:

- 1) The reading and understanding of Computer design assignment samples
- 2) Analysis of color for color mixing percentages in CMYK, RGB, and Grayscale and the conversion of one to another
- 3) Downloading and reproduction of photographs from various online sources to be used in compositions assignments assigned.



- 4) Printing to printers made available to department printers, or to be saved and printed elsewhere at the students' and department discretion
- 5) COMPUTERS ARE NOT TO BE USED FOR ANY OTHER USE, PERIOD. Internet connection is not available on this system provided on the computer graphics department, due to necessary security from virus infection of printing equipment. Please help us protect our investment in YOUR future.
- 6) Overall: Use as a reference and analysis tool, an in-class instrument of Laboratory work, and practice after hours and in class; as a computer print production tool. Any other use of the computer, i.e., scanning and tracing, will be usable only with permission of the department.

Description of assignments

In learning about computer graphics and design, you will make and practice the creation of visual designs except when presentations are in progress, or for when for critiques used during class meetings, reserved for Final Presentations. Otherwise, students are expected to complete in class hands-on design exercises assigned for each class, as well as a design homework assignment completed outside of class time prior to each class meeting (four homework designs) and a Final Project design. Expect to spend 2-4 hours on each design homework assignment.

Exams and Quizzes

Regular bi-weekly critiques of work involving shared discussions of technique of application, color, style, and overall effectiveness of student work. There will be midterm and final project of finished projects. Midterm projects will include 3 in-class studies assessed and reviewed in class. Finals shall be based on critique of final project assigned mid-term. Criteria shall be based on 25% learned basic techniques & craftsmanship, 25% on answering the basic design problem assigned throughout the term, 25% on overall success in reaching a intended goal, and 25% on attendance. Assessment and critiques will be based on unbiased criticism of Professor with peer input. There will be an exhibition(s) at later date(s), so homework is absolutely essential.

Required texts

It is always encouraged to read any material that may be handed out throughout the course.

Materials and supplies

Computers utilizing full color screens of 17" or more, along with Computers either Mac or PC with a minimum of 20 gb of disk space, a processor speed of no less than 1 GHz of speed, and all Adobe CS programs: In design, Photoshop, and Illustrator. These will be provided to the student in the classroom, but it is strongly encouraged for the student to have their own laptop with these above required processor speeds and software installed.

Resources for further learning

Students are encouraged to pick up serious computer and computer design magazines and publications.

Date	Course calendar, Lectures, Assignments	Readings
Week one	Meet in Computer Graphics studio, Rm # 202 Introduction to course: - Syllabus Handout	

Week two	Lecture (Photoshop Tools) Assignment 1 (Picture manipulation): When you are out on a trip or hanging out, take a disposable camera with you, and take pictures of the things that attract you or interest you the most, and have the film developed for next class, in class share your pictures with your classmates and instructor and choose 1 and try to scan them in high resolution. Then see what it is missing in terms of lighting, coloring, and try to fix it using the techniques that have been explained by your instructor.	
Week three	Assignment 1 Due - Illustration in Photoshop Demonstration	
Week four	Work Lab - Presentation Technique Assignment 2 - Take a picture with a digital camera, or from the internet of an interesting object to you, and use the tools that you need to render this picture and illustrate it using Photoshop tools. Layout size= 11x14"	
Week five	Assignment 2 Due - Critique Session.	
Week six	Illustrator Tools - Assignment 3 (tracing object essence)	
Week seven	Work in laboratory Assignment 3 - Take a picture of another interesting object and import it in Photoshop, increase the contrast on the picture, by increasing the contrast you are abstracting the different levels of shades in it, ending up with fewer tones of black and white, you will notice that the black areas are more defined, use illustrator tools to trace this "figure" and give it different colors	
Week eight	Assignment 3 Due - Critique Session - Assignment 4 (Scene Illustration)	
Week nine	Work Lab – Assignment 4 - Take a picture of any object (preferably a scene) and trace it in illustrator, make it look as realistic as possible and the key to that is to watch out for the lights and shadows and to try to maintain the character of the objects.	
Week ten	Assignment 4 Due InDesign tools + page layout and construction, Lecture - Typography with letters - page layouts -	
Week eleven	Assignment 5 (Spread Layout Design) - - Master Paging - Dummy Making You will be given a letter form, use the figure of the letter form using a typeface of your choice, and organize the space of a blank page by locating this letter form with a definition of a word that starts with the same letter, to construct a nice page layout.	
Week twelve	Assignment 5 due: Final Assignment Final Project Page Layout annual Report -	

	<p>Apply all that you have into this project / by following up with your instructor / construct a book layout design by sketching different ideas and thoughts, sketching helps you put your ideas together on paper and easy to modify them.</p> <p>The subject is Annual report, search for annual reports of companies and see what interests you and how you can use some of the ideas to help you design your own. Choose a company - collect relevant fake text - collection relevant pictures - finalize your sketching process - and execute</p>	
Week 13	Final Project (Annual Report Design) due – Final Critique	