

Revised: Fall 2011
Spring 2012
Summer 2012
Fall 2012
Fall 2013
Fall 2014
Fall 2015
Fall 2016

Art 140

Introduction to Graphic Skills

COURSE OUTLINE

Prerequisites: None

Course Description:

Teaches basic studio skills and concepts. Emphasizes concept development and problem solving using traditional art materials and computer techniques. Uses graphic software applications.

Semester Credits: 3 Lecture Hours: 2 hours Studio Lab Hours: 4 hours

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Course Outcomes:

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

- Use history, techniques, terms and ideas of Communication Design
- Familiar with the basic operation of the Macintosh computer system
- Learned to use the Internet to research and retrieve information relating to Communication Design
- Become adept at using Adobe InDesign to solve Communication Design problems
- Students will understand the role of other graphic software applications such as Photoshop, scanning software and Illustrator
- Used sketches as a preliminary step to solving problems on the Macintosh
- Learned to present design work in a professional manner
- Students will have learned the process of initiating positive, constructive criticism of design projects
- Recognize the importance of and built the sense of discipline and strong work ethic required in the Graphic Arts industry.

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Required Materials:

- Portable storage device – jump drive or pocket drive
- Spray mount
- Black presentation board
- Black Canson paper

Internet access and Blackboard required

Textbook (required):

Adobe, Adobe Indesign CC, Classroom in a Book with CD, Pearson, Adobe Press.
ISBN: 978-0-134-31000-8

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Topical Description:

- Students will complete a series of software tutorials and design projects that will familiarize the student with the basics of graphic design.
- Students will learn the Apple operating system, and the Adobe Creative Suite software package.
- Topics to be covered include typography, color systems, scanning and resolution, graphic file management, basic printing, layout, and an introduction to the history of design.

Projects will include:

1. 10 designer research assignments
2. Adobe Photoshop Project
3. Adobe Illustrator Project
4. Mid-Term Exam
5. Adobe InDesign Layout Test
6. DVD Cover Project
7. Designer Poster Project
8. Final Exam

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