

# SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY

Sault Ste. Marie, Ontario

# COURSE OUTLINE

Course Title:	Introduction to Computer Graphics
Course Code No.:	ADV 231-04
Program:	Advertising Art and Graphic Design
Semester:	Three
Date:	September 1991
Author:	K. Bradford and K. MacDougall
	New: Revision:XXXX
Approved:_	Dean, School of the Arts & General Education
Dat	e:July 8, 1991

## ADV 231-04: INTRODUCTION TO COMPUTER GRAPHICS

#### GOALS AND OBJECTIVES

Students will be introduced to two Computer Graphics equipment systems - the Apple MacIntosh II and the Commodore Amiga 2000/3000. An illustrative program called "Freehand" will be explored and studied on the Apple Macintosh II system and a graphics/animation program called "DeluxePaint III" will be experimented with on the Commodore Amiga system. Students will learn to manipulate equipment and software to produce page layouts, cover and menu designs, and animated graphics.

#### SYLLABUS

Students attend class for one three hour session per week during the 15 week semester. At the mid-term point of the semester, students will switch to the alternate equipment system i.e. half semester on Mac II's, other half on Amigas.

#### **EVALUATION**

Students will be evaluated by determining the average grade of all assignments executed in the course, according to the following format, used college-wide:

( Numerical Equivalent 4.00 ) -Consistently Outstanding ( Numerical Equivalent 3.75 ) -A Outstanding Achievement B ( Numerical Equivalent 3.00 ) -Consistently Above Average Achievement C ( Numerical Equivalent 2.00 ) -Satisfactory/Acceptable Achievement ( Numerical Equivalent 0.00 ) -Incomplete/Unsatisfactory Achievement ( Numerical Equivalent 0.00 ) -Repeat - objectives of course not achieved and course must be repeated

All assignments, as outlined in the syllabus, are required to be successfully completed to meet the objectives of the course. A missing assignment = course objective not achieved = "R" (Repeat) grade for the course. An incomplete assignment ("I" grade) is considered missing or outstanding until it is re-submitted.

### ADV 231-04 : INTRODUCTION TO COMPUTER GRAPHICS

Late and Incomplete assignments will be assigned a maximum "C" grade. Late and Incomplete assignments, which have been assigned "C" grades, cannot be re-submitted in an attempt for a higher grade. Other assignments ( in the B and C category ) are eligible to be re-submitted in an attempt to achieve a higher grade. Late assignments must be submitted on or before the following class/week. Incomplete assignments must be re-submitted on or before the next class/week. Late / Incomplete assignments will not be accepted by the instructor beyond the one week extension; these assignments will therefore be considered missing or outstanding = missing course objective = "R" (Repeat) grade for the course.

80% attendance is mandatory i.e. students must attend a minimum of 36 hours of a 45 hour studio course. A maximum of 9 hours (or 3 classes) absent will be tolerated; beyond this, a doctor's note must be provided, or an automatic "R" (Repeat) grade will be issued. This includes half classes missed (either before or after the break). Consistent lateness and leaving class early, without the instructor's permission, will also be taken into consideration towards the student's attendance record.

#### Note:

The instructor in the studio classroom encourages students to emulate the work ethics of the real workplace. As " professionals in training ", students are expected to act accordingly. Students who exhibit poor work attitudes and disrupt the working/learning environment of others will be asked to leave the studio and will be considered absent from class.