

# **COCONINO COMMUNITY COLLEGE**

## **COURSE OUTLINE**

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Status: Permanent

Date: September 15, 1998

A. Identification:

1. Subject Area: Art
2. Course number: ART130
3. Course Title: Computer Graphics I
4. Credit Hrs.: 3
5. Catalog Description:

An introductory course in computer graphics. Introduction to design principles and visual problem solving with software suitable for two-dimensional design and illustration. Prerequisite: CIS 102 or CIS120 or consent of instructor. Recommended: ART 110 and ART 160. Two lecture; two lab. May be taken for S/U credit.

B. Course Goals:

This course introduces the students to the basic tools and techniques of computer graphics and principles of design. Students will become familiar with software and hardware that enables them to create and compose two-dimensional images. Students will also learn to import images from other software sources as well as from scanned images.

C. Course Outcomes:

Students will:

1. Describe hardware and software components and their functions in a computer graphics system.
2. Use graphic design and illustration software to create, save, edit, and output their images.
3. Create original images using graphics software.
4. Combine original artwork with images obtained from other sources such as scanned images and clipart.
5. Demonstrate design principles in their projects.
6. Discuss copyright issues as they pertain to digital images.

D. Course Content:

Will include:

1. Computer hardware and software for computer graphics
2. Graphics file types and their purposes
3. Software tools available in different types of graphics software
4. Creating original digital artwork using graphics software
5. Scanning art and working with art from other digital sources
6. Two-dimensional design principles
7. Copyright issues related to digital images