COURSE NAME
Section: ART 171 – YD2, Computer Art 1
Term: Fall 2013
Dates: 8/20/13 – 12/12/13

INSTRUCTOR
Name: David Kareken
Email: dkareken@abtech.edu
Office: Sycamore 102
Office Hours: M & W 11:00 - 12:30
            T & Th 11:00 - 12:00

COURSE DESCRIPTION (CCL)
Prerequisite: None
Corequisite: None
Credit Hours: 3
This course introduces the use of the computer as a tool for solving visual problems. Emphasis is placed on fundamentals of computer literacy and design through bit-mapped image manipulation. Upon completion, students should be able to demonstrate an understanding of paint programs, printers, and scanners to capture, manipulate, and output images. This course has been approved to satisfy the Comprehensive Articulation Agreement pre-major and/or elective course requirement.

REQUIRED TEXT/MATERIALS
Portable Data Storage Device (USB 2.0, Firewire 400 or 800)

MODULES
Photoshop
- Basics
- Color
- Compositing
Illustrator
- Basics
- Mesh Tool
- Text

STUDENT LEARNING OUTCOMES*
Students will be expected to develop basic technical skills, craftsmanship, and an understanding of the design principles and elements of art as they relate to digital creation. The platform is Macintosh with emphasis on digital creation using Adobe Photoshop (bitmap imaging) and Adobe Illustrator (vector imaging).

COURSE-SPECIFIC COMPETENCIES: (INTENDED OUTCOMES)
Upon successful completion of the course, students will be able to:
1. Demonstrate ability in basic computer technical skills.
2. Distinguish the processes and techniques of scanners and printers.
3. Identify and analyze the elements and principles in Two-dimensional art.
4. Discuss vocabulary terms as they pertain to both computers and art.
5. Identify and analyze a variety of artistic styles and qualities.

PROGRAM COMPETENCIES: (USE IF RELEVANT TO YOUR COURSE)
1.**Associate of Arts**: (a)Use research methods appropriate to the discipline; (b) Recognize prevailing approaches appropriate to the discipline.
2.**Associate of Science**: Demonstrates a comprehension of prevailing mathematic and/or scientific approaches to a real-life scenario.
3.**Associate of Fine Arts**: (a)Critique a work or form of artistic expression; (b) Demonstrate principles and techniques of artistic design or play production.

GENERAL EDUCATION CORE COMPETENCIES:
Upon successful completion of the general education requirements, the student will show achievement in each of the following competencies:
1.**Communication**: Students will deliver purposeful messages designed to increase knowledge, foster understanding, or promote change in an audience's attitudes or behaviors.
2.**Social/Behavioral Sciences**: Students will demonstrate an understanding of social institutions and of the diversity of human experiences within a framework of historical and cultural contexts.
3.**Humanities/Fine Arts**: Students will identify, assess, and formulate various perspectives of human values and/or creative expressions.
4.**Mathematics/Natural Science**: Students will design, evaluate, and implement a strategy to solve a defined discipline-specific problem.

This course, and assignments therein, may be used to assess General Education Core Competencies or Program Student Learning Outcomes

MOODLE
For information and tutorials on how to navigate a Moodle course: **STUDENT HELP**

DEPARTMENT POLICY(S) – *N/A*

ATTENDANCE POLICY
To receive course credit, a student should attend a minimum of 85% of the contact hours of the class. Upon accumulating absences exceeding 15% of the course contact hours, the student may be dropped from the class unless the student follows the official withdrawal procedure before the withdrawal deadline for the class.
Reminder: It is mandatory that the student attend at least once during the first 10% of the course, including online courses. Failure to attend during the first 10% of the course will cause the grade of "No Show" to be awarded. The student will not be allowed to continue with the course or to receive a refund.
Role will be taken 5 minutes after the posted class start time. On days of lecture or critique, arrival 15 minutes or later after posted class start time will be counted as an absence. On days of work or lab time attendance, while important, may be excused with permission of instructor.

IMPORTANT DATES
First Day of Class: 8/20/12
Last date to withdraw (W): 11/13/12
Holidays/breaks: 9/3/12, 11/21/12
Activity Day(s): N/A - Activity Day Schedule
Last Day of Class: 12/12/12

GRADING

Grades will be assigned by the use of a point system.

Each project will be divided into categories. The number of categories will be determined by the project, but will include at a minimum a creative and technical component. Each category will be awarded points and the final grade will be based on a the average, minus any penalty for late submission. The categories and respective weights will be listed for each assignment.

Evaluation for each category is based on the following criteria, listed in order of importance:

Commitment to the project
Quality of work
Fulfillment of the requirements
Attention to detail

Submission Policy

Projects must be completed by the due dates. Projects turned in late will drop 10 points the first class after the due date, and 10 points for the following class period. Assignments will not be accepted after 2 classes late and will be given a grade of "0". Excused absences (with documentation), such as a doctor's appointment, may negate late penalties. The final project must be turned in by the last scheduled class or receive a grade of "0".

FINAL GRADE

Final grades will be based on the following criteria.

1) A numerical average of all individual projects.
The Assignment List below will provide a list of all assignments and their respective weights.
2) Class participation in discussions.
Although not measured or recorded, participation in class discussions and critiques will be observed over the course of the semester. Active participation and involvement can be a mitigating factor for students within several points of a grade change.
3) Extra Credit
Certain projects will have an extra credit component associated with them, which may be completed for extra points. Additionally, at any point during the semester students wishing to improve their standing may seek out the instructor to develop an appropriate extra credit assignment or task. *Resubmission of already completed assignments can also add extra points to your score. Be sure to communicate with your instructor if you intend to resubmit work.*
NOTE ON SKETCHBOOKS: Though not required, sketchbooks may be kept as a visual and/or literary record of their idea development. These can be turned in at the end of the semester for extra credit.

In addition the following grades may be assigned

U - Unofficial Withdrawal – Penalty

U grades are assigned when a student fails to attend a minimum percentage of class time. Assigning a U grade is at the discretion of the instructor if the student is still attending/participating. If a student is not attending / participating the instructor **MUST** enter the U grade within 15 working weekdays of the last date of attendance / participation. *If a student has stopped attending, the instructor cannot wait until the end of the term to enter the U grade and last date of attendance.*

I - Incomplete

I grades are still assigned at the instructor's discretion when a student is unable to finish due to circumstances beyond his/her control. The expiration date is determined by the instructor and must be between the day after the class ends through the end of the *subsequent* term.

W - Official Withdrawal - No Penalty

Given when the student OFFICIALLY WITHDRAWS. This will not influence the quality point ratio.

CRITIQUES and DISCUSSIONS

There will be in-class discussions and critiques. These are necessary to advance our knowledge of art, technique and to receive group feedback on the individual projects we will be working on. Participation in these discussions will have an impact on your final grade.

The critique process can be a difficult one. Since it is intended to provide artistic development through comments from peers and colleagues it needs to be both helpful and courteous. It is important to always remain civil and constructive during these discussions, and remember that the information being provided is not personal but related to a particular visual or conceptual issue. To those ends, clear and precise comments are the most useful. *Note: computer use or keyboarding activity, including but not limited to email, chat rooms and document editing, as well as cell phone answering and texting, will not be allowed during critiques. Disregarding this policy could result in removal from the class. Accessing student work for closer examination is permitted provided the access does not disrupt the class.*

SKETCHBOOKS

You will not be required to keep a sketchbook. However, drawing thumbnails and making notes is undoubtedly a valuable tool in the creative process. A sketchbook can serve as your idea development surface, the place for you to draw, write, scribble, doodle and think about the problem before you. They will be collected at the end of the semester for extra credit and evaluated as a demonstration of your progress and idea development, not as a demonstration of your drawing skill.

APPEALING A GRADE

If you have a question about a grade you have received see the instructor. The evaluation process will be explained and a resolution sought. If there is still an issue formal appeal procedures can be implemented.

PROJECTS

Documents created by students in this course may be used for the purpose of assessing AB Tech's General Education or Program outcomes.
- Warm-Up Self Portrait
- Foundation Basics
- Linear Composition
- Color Mosaic
- Classmate Composite
- Advanced Collage
- Abstract Composition
- Gradient-Mesh Drawing
- Concrete Poetry

PROJECT WEIGHTS

Assessments:	Percentage
Warm-Up Self Portrait	0%
Foundation Basics	10%
Linear Composition	10%
Color Mosaic	10%
Classmate Composite	15%
Advanced Collage	25%
Abstract Composition	10%
Gradient-Mesh Drawing	10%
Concrete Poetry	10%
Total:	100%

AB TECH uses the following grading system:

A = 90-100
B = 80-89
C = 70-79
D = 60-69
F = Below 60

ON COURSE ADVICE

This course will require use of the eight principles of successful students: Personal Responsibility, Self-Motivation, Self-Management, Interdependence, Self-awareness, Lifelong Learning, Emotional Intelligence, And Belief In Oneself.

COLLEGE POLICIES AND PROCEDURES

Please review the following to ensure you understand and agree to the following policies and procedures:
* Attendance
* Code Of Student Conduct
* Code Of Classroom Conduct
* Academic Dishonesty
* Disability Support Services
* Email
* Grading System
* Inclement Weather

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS
WEEK 1		
1/14	INTRODUCTIONS • WHO ARE WE AND WHY ARE WE HERE SYLLABUS REVIEW MAC BASICS PHOTOSHOP: WORK SPACE BASICS	WARM UP PROJECT • SELF PORTRAIT PROJECT 1 • FOUNDATION PRINCIPLES (INTRODUCTION)
1/16	PHOTOSHOP: PROJECT 1 DEMO BASIC TOOLS AND METHODS	PROJECT 1 WORK TIME
WEEK 2		
1/21	WARM UP PROJECT: CRITIQUE PHOTOSHOP REVIEW	WARM UP PROJECT DUE • BEGINNING OF CLASS PROJECT 1 WORK TIME
1/23	WARM UP PROJECT: CRITIQUE (AS NEEDED)	PROJECT 1 WORK TIME
WEEK 3		
1/28		PROJECT 1 WORK TIME PROJECT 1 DUE • END OF CLASS PROJECT 2 • LINEAR COMPOSITION (INTRODUCTION)
1/30	PHOTOSHOP: PROJECT 2 DEMO LINE CREATION & MANAGEMENT	PROJECT 2 WORK TIME
WEEK 4		
2/4	PHOTOSHOP REVIEW	PROJECT 2 WORK TIME
2/6		PROJECT 2 WORK TIME PROJECT 2 DUE • END OF CLASS PROJECT 3 • COLOR MOSAIC (INTRODUCTION)
WEEK 5		
2/11	PHOTOSHOP: PROJECT 3 DEMO COLOR SELECTION MANAGEMENT	PROJECT 3 WORK TIME
2/13	STUDENT PHOTOS	PROJECT 3 WORK TIME

ART 171 - COMPUTER ART 1

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS
WEEK 6		
2/18	PHOTOSHOP: PROJECT 4 DEMO ADVANCED SELECTION TECHNIQUES AND IMAGE ADJUSTMENTS	PROJECT 3 DUE • END OF CLASS
2/20	PHOTOSHOP REVIEW	PROJECT 4 • CLASSMATE COLLAGE PROJECT 4 WORK TIME
WEEK 7		
2/25	PRINTING FROM PHOTOSHOP • HP COLOR LASERJET	PROJECT 4 WORK TIME
2/27		PROJECT 4 WORK TIME PROJECT 5 • COLLAGE (INTRODUCTION) PROJECT 4 DUE • END OF CLASS
WEEK 8		
3/4	PROJECT 4: CRITIQUE PHOTOSHOP: PROJECT 5 DEMO NON-DESTRUCTIVE TECHNIQUES PLUS SCANNERS AS AN INPUT DEVICE	PROJECT 5 WORK TIME
3/6	PHOTOSHOP: PROJECT 5 DEMO (CONTINUED)	PROJECT 5 WORK TIME
WEEK 9		
3/11	PHOTOSHOP: PROJECT 5 DEMO (CONTINUED)	PROJECT 5 WORK TIME
3/13		PROJECT 5 WORK TIME
WEEK 10		
3/18	NO CLASS • SPRING BREAK	N/A
3/20	NO CLASS • SPRING BREAK	N/A
WEEK 11		
3/25	PRINTING FROM PHOTOSHOP • EPSON INKJET	PROJECT 5 WORK TIME
3/27	PROJECT 5: CRITIQUE	PROJECT 5 DUE • BEGINNING OF CLASS PROJECT 6 • ABSTRACT COMPOSITION (INTRODUCTION)

ART 171 - COMPUTER ART 1

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS
WEEK 12		
4/1	ILLUSTRATOR: PROJECT 6 DEMO ILLUSTRATOR BASICS	PROJECT 6 WORK TIME
4/3	ILLUSTRATOR: REVIEW	PROJECT 6 WORK TIME
WEEK 13		
4/8		PROJECT 6 WORK TIME
4/10	PRINTING FROM ILLUSTRATOR • HP COLOR LASERJET	PROJECT 6 WORK TIME
WEEK 14		
4/15	N/A	PROJECT 6 DUE • END OF CLASS
4/17	PROJECT 6: CRITIQUE ILLUSTRATOR: PROJECT 7 DEMO GRADIENT MESH TOOL	PROJECT 7 • GRADIENT MESH DRAWING
WEEK 15		
4/22	ILLUSTRATOR: REVIEW	PROJECT 7 WORK TIME
4/24		PROJECT 7 WORK TIME PROJECT 7 DUE • END OF CLASS PROJECT 8 • TEXT AND IMAGE (INTRODUCTION)
WEEK 16		
4/29	ILLUSTRATOR: PROJECT 8 DEMO ILLUSTRATOR TYPOGRAPHY BASICS	PROJECT 8 WORK TIME
5/1	PRINTING FROM ILLUSTRATOR • EPSON INKJET	PROJECT 8 WORK TIME
WEEK 17		
5/6		PROJECT 8 WORK TIME
5/8 LAST CLASS	PROJECT 8: CRITIQUE	PROJECT 8 DUE • BEGINNING OF CLASS

***Changes may be made in the course as deemed appropriate by the instructor. Such changes will be announced ahead of time and it is the student's responsibility to stay informed of such changes.*

COURSE NAME
Section: ART 271 • YD1, Computer Art 2
Term: Spring 2012
Dates: 1/10/12 • 5/3/12

INSTRUCTOR
Name: David Kareken
Email: dkareken@abtech.edu
Office: Sycamore 102
Office Hours: M/W 3:00 - 4:30
T 1:00 -2:00
F 9:00 - 10:00

IMPORTANT DATES
First Day of Class: 1/9/12
Last date to withdraw (W): 4/9/12
Holidays/breaks: 1/16/12, 4/2/12 • 4/7/12
Activity Day(s): N/A - Activity Day Schedule
Last Day of Class: 5/7/12

COURSE DESCRIPTION
Prerequisite: ART • 171, Computer Art 1
Corequisite: None
Credit Hours: 3
This course includes advanced computer imaging techniques. Emphasis is placed on creative applications of digital technology. Upon completion, students should be able to demonstrate command of computer systems and applications to express their personal vision. This course has been approved to satisfy the Comprehensive Articulation Agreement pre-major and/or elective course requirement.

STUDENT LEARNING OUTCOMES
Students will be expected to develop advanced technical skills, craftsmanship, and an understanding of design principles and elements of art as they relate to digital design. The platform is Macintosh based with emphasis placed on Adobe Illustrator, Photoshop and InDesign as creative software tools.

COURSE-SPECIFIC COMPETENCIES (INTENDED OUTCOMES)
Upon successful completion of the course, students will be able to:
1. Demonstrate ability in advanced computer technical skills.
2. Distinguish the processes and techniques of software programs as well as a variety of digital input and output methods.
3. Identify and analyze design principles as they pertain to creative visual problem solving.
4. Identify and analyze a variety of artistic and graphic styles and qualities.

GENERAL EDUCATION REINFORCING EXPERIENCES:
This course also provides reinforcement experiences for the following General Education Cross-Curriculum Competencies:
1. Communicate effectively in speaking, writing, reading, and listening.
2. Locate, evaluate, and use information to analyze problems and make logical decisions.
3. Apply math skills and/or natural science knowledge appropriately to organize, analyze and make information useful.
4. Demonstrate basic competency in computer technology.
5. Demonstrate an appreciation of the various manifestations of cultural diversity.
6. Develop the ability to succeed as a self-directed learner.
7. Apply critical thinking skills in analyze the physical, social, emotional, intellectual, aesthetic or philosophical factors that influence personal development.

MODULES
- Typography
- Magazine Layout
- Book Design
- Package Design
- Logo Design

REQUIRED TEXT/MATERIALS
Portable Data Storage Device (USB 2.0, Firewire 400 or 800)

MOODLE
For information and tutorials on how to navigate a Moodle course: **STUDENT HELP**

ATTENDANCE POLICY
To receive course credit, a student should attend a minimum of 85% of the contact hours of the class. Upon accumulating absences exceeding 15% of the course contact hours, the student may be dropped from the class unless the student follows the official withdrawal procedure before the withdrawal deadline for the class.
Role will be taken 5 minutes after the posted class start time. On days of lecture or critique, arrival 15 minutes or later after posted class start time will be counted as an absence. On days of work or lab time attendance, while important, may be excused with permission of instructor.

GRADING
Grades will be assigned through the use of a point system.
Each project will be divided into categories. The number of categories will be determined by the project, but will include at a minimum a creative and technical component. Each category will be awarded points and the final grade will be based on a weighted average, minus any penalty for late submission. The categories and respective weights will be listed for each assignment.

Evaluation for each category is based on the following criteria, listed in the order of importance:

Commitment to the project
Quality of work
Fulfillment of the requirements
Attention to detail

Submission Policy
Projects must be completed by the due dates. Projects turned in late will drop 10 points the first class after the due date, and 10 points for the following class period. Assignments will not be accepted after 2 classes late and will be given a grade of "0". Excused absences (with documentation), such as a doctor's appointment, may negate late penalties. The final project must be turned in by the last scheduled class or receive a grade of "0".

FINAL GRADE
Final grades will be based on the following criteria.

1) A numerical average of all individual projects.
The Assignment List below will provide a list of all assignments and their respective weights.
2) Class participation in discussions.
Although not measured or recorded, participation in class discussions and critiques will be observed over the course of the semester. Active participation and involvement can be a mitigating factor for students within several points of a grade change.
3) Extra Credit
There will be one Extra Credit project during the semester which may be completed for extra points.

Additionally, at any point during the semester students wishing to improve their standing by doing extra credit work may seek out the instructor to develop an appropriate assignment or task. *Resubmission of already completed assignments can also add extra points to your score. Be sure to communicate with your instructor if you intend to resubmit work.*
NOTE ON SKETCHBOOKS: Though not required, sketchbooks may be kept as a visual and/or literary record of their idea development. These can be turned in at the end of the semester for extra credit.

In addition the following grades may be assigned

U - Unofficial Withdrawal – Penalty
U grades are assigned when a student fails to attend a minimum percentage of class time. Assigning a U grade is at the discretion of the instructor if the student is still attending/participating. If a student is not attending / participating the instructor **MUST** enter the U grade within 15 working weekdays of the last date of attendance / participation. *If a student has stopped attending, the instructor cannot wait until the end of the term to enter the U grade and last date of attendance.*

I - Incomplete
I grades are still assigned at the instructor's discretion when a student is unable to finish due to circumstances beyond his/her control. The expiration date is determined by the instructor and must be between the day after the class ends through the end of the *subsequent* term.

W - Official Withdrawal - No Penalty
Given when the student OFFICIALLY WITHDRAWS. This will not influence the quality point ratio.

> **AB Tech uses the following grading system:**
> **A** = 90-100
> **B** = 80-89
> **C** = 70-79
> **D** = 60-69
> **F** = Below 60

APPEALING A GRADE
If you have a question about a grade you have received see the instructor. The evaluation process will be explained and a resolution sought. If there is still an issue formal appeal procedures can be implemented.

CRITIQUES and DISCUSSIONS
There will be in-class discussions and critiques. These are necessary in order to advance our knowledge of design, technique and to receive group feedback on the individual projects we will be working on. Participation in these discussions will have an impact on your final grade.
The critique process can be a difficult one. Since it is intended to provide feedback from peers and colleagues it needs to be both helpful and courteous. It is important to always remain civil and constructive during these discussions, and remember that the information being provided is not personal but related to a particular visual or conceptual issue. To those ends, clear and precise feedback is the most useful. *Note: computer use or keyboarding activity, including but not limited to email, chat rooms and document editing, as well as cell phone answering, will not be allowed during critiques. Disregarding this policy could result in removal from the class. Accessing student work for closer examination is permitted provided the access does not disrupt the class.*

SKETCHBOOKS
You will not be required to keep a sketchbook. However, drawing thumbnails and making notes is undoubtedly a valuable tool in the creative process. A sketchbook can serve as your idea development surface, the place for you to draw, write, scribble, doodle and think about the problem before you. They will be collected at the end of the semester for extra credit and evaluated as a demonstration of your progress and idea development, not as a demonstration of your drawing skill.

PROJECTS
- Type Study
- Magazine Layout
- Book Design
- Package Design
- Logo Design & Application

PROJECT WEIGHTS

Assessments:	Percentage
Type Study	10%
Magazine Layout	15%
Book Design	25%
Package Design	25%
Logo Design & Application	25%
Total:	100%

MAKE-UP POLICIES
See Instructor as needed for individual consultation regarding make-up work

ON COURSE ADVICE
This course will require use of the eight principles of successful students: Personal Responsibility, Self-Motivation, Self-Management, Interdependence, Self-Awareness, Lifelong Learning, Emotional Intelligence, And Belief In Oneself.

COLLEGE POLICIES AND PROCEDURES
Please review the following to ensure you understand and agree to the following policies and procedures:
- Attendance
- Code Of Student Conduct
- Code Of Classroom Conduct
- Academic Dishonesty
- Disability Support Services
- Email
- Grading System
- Inclement Weather

ART 271 - COMPUTER ART 2

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS

WEEK 1

1/10	INTRODUCTIONS WHO ARE WE & WHY ARE WE HERE CLASS POLICIES AND PROCEDURES DESIGN PROCESS	POSTER CRITIQUE
1/12	ILLUSTRATOR REVIEW PROJECT 1 DEMO	PROJECT 1 • TYPE STUDIES

WEEK 2

1/17	TYPOGRAPHY BASICS	PROJECT 1 WORKTIME
1/19	MAGAZINE & EDITORIAL CONTENT PAGE LAYOUT PRINCIPLES & GRIDS	PROJECT 1 WORK TIME PROJECT 2 • MAGAZINE LAYOUT (INTRODUCTION) POSTER CRITIQUE DUE • END OF CLASS

WEEK 3

1/24	ILLUSTRATOR/PHOTOSHOP INTEGRATION PROJECT 2 DEMO • TYPESETTING BASICS	PROJECT 1 WORK TIME PROJECT 2 WORK TIME
1/26	PROJECT 2 DEMO (CONTINUED)	PROJECT 1 DUE • END OF CLASS PROJECT 2 WORK TIME

WEEK 4

1/31	PROJECT 1 CRITIQUE	PROJECT 2 WORK TIME
2/2	PROJECT 2 DEMO • PRINTING AND ASSEMBLY OF PAGE SPREADS	PROJECT 2 WORK TIME

WEEK 5

2/7	TBD	PROJECT 2 WORK TIME
2/9	PROJECT 2 CRITIQUE	PROJECT 2 DUE • BEGINNING OF CLASS PROJECT 3 • BOOK DESIGN (INTRODUCTION)

WEEK 6

2/14	PROJECT 3 DEMO • INDESIGN FOUNDATIONS	PROJECT 3 WORK TIME
2/16	PROJECT 3 DEMO (CONTINUED)	PROJECT 3 WORK TIME

ART 271 - COMPUTER ART 2

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS

WEEK 7

2/21	FIELD TRIP TO DESIGN STUDIO (TENTATIVE)	N/A
2/23	TBD	PROJECT 3 WORK TIME

WEEK 8

2/28	PROJECT 3 DEMO • PRINTING & ASSEMBLY OF BOOK MOCKUP PAGES	PROJECT 3 WORK TIME
3/1	TBD	PROJECT 3 WORK TIME PROJECT 4 (INTRODUCTION)

WEEK 9

3/6	PACKAGING • WHY AND HOW	PROJECT 3 WORK TIME PROJECT 4 WORK TIME
3/8	PROJECT 3 CRITIQUE	PROJECT 3 DUE • BEGINNING OF CLASS

WEEK 10

3/13	PROJECT 4 DEMO • ILLUSTRATOR 3D & SYMBLOS	PROJECT 4 WORK TIME
3/15	PROJECT 4 DEMO (CONTINUED)	PROJECT 4 WORK TIME

WEEK 11

3/20	TBD	PROJECT 4 WORK TIME
3/22	FIELD TRIP TO PRINTING FACILITY (TENTATIVE)	N/A

WEEK 12

3/27	PROJECT 4 INTERMEDIATE CRITIQUE	PROJECT 4 WORK TIME EC PROJECT • CD LABEL & SLEEVE (INTRODUCTION)
3/29	PRINTING FROM ILLUSTRATOR (REVIEW)	PROJECT 4 WORK TIME PROJECT 5 • LOGO DESIGN & APPLICATION (INTRODUCTION) POSTER CRITIQUE 2

ART 271 - COMPUTER ART 2

COURSE SCHEDULE

DATES	MODULE/TOPIC	PROJECTS

WEEK 13 • NO CLASS SPRING BREAK

DATES	MODULE/TOPIC	PROJECTS
4/3	N/A	N/A
4/5	N/A	N/A

WEEK 14

DATES	MODULE/TOPIC	PROJECTS
4/10	PROJECT 4 FINAL CRITIQUE IDENTITY DESIGN • HISTORY AND STRATEGIES	PROJECT 4 DUE • BEGINNING OF CLASS PROJECT 5 WORK TIME
4/12	TBD	PROJECT 5 WORK TIME

WEEK 15

DATES	MODULE/TOPIC	PROJECTS
4/17	EC PROJECT • PRINTING AND ASSEMBLY	PROJECT 5 WORK TIME
4/19	PROJECT 5 INTERMEDIATE CRITIQUE	PROJECT 5 WORK TIME

WEEK 16

DATES	MODULE/TOPIC	PROJECTS
4/24	TBD	PROJECT 10 WORK TIME
4/26	TBD	EC PROJECT DUE POSTER CRITIQUE 2 DUE PROJECT 5 WORK TIME

WEEK 17

DATES	MODULE/TOPIC	PROJECTS
5/1	TBD	PROJECT 5 WORK TIME
5/3 LAST CLASS	PROJECT 5 FINAL CRITIQUE	PROJECT 5 DUE • BEGINNING OF CLASS

***Changes may be made in the course as deemed appropriate by the instructor. Such changes will be announced ahead of time and it is the student's responsibility to stay informed of such changes.*