

Course Outline

COURSE: CGD 110 **DIVISION:** 50 **ALSO LISTED AS:**

TERM EFFECTIVE: Summer 2017 **Inactive Course**

SHORT TITLE: COMPUTER GRAPHICS LAB

LONG TITLE: Computer Graphics Lab

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
1 TO 4	18	Lecture:	0	0
		Lab:	3 TO 12	54 TO 216
		Other:	0	0
		Total:	3 TO 12	54 TO 216

COURSE DESCRIPTION:

Complements computer graphics and art courses by providing additional competence in software applications, libraries, and graphical user interfaces to support computer graphics and design projects by providing supervised practice and individualized computer assisted learning on software and techniques commonly found in the computer graphic design field. This is an open entry/exit class. This course has the option of a letter grade or pass/no pass. **ADVISORY:** Concurrent enrollment in corresponding computer graphic and design classes. Computer lab work can be done both in lab and off-site.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

- L - Standard Letter Grade
- P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 04 - Laboratory/Studio/Activity
- 05 - Hybrid
- 72 - Dist. Ed Internet Delayed
- 73 - Dist. Ed Internet Delayed LAB

STUDENT LEARNING OUTCOMES:

1. Research and determine skills needed to obtain career objective then develop work to enter that field.
Measure: Design projects
ILO: 3, 1, 6, 2, 7, 5
2. Develop design drawings that demonstrate computer graphics and design skills.
Measure: 3D models
ILO: 7, 2, 1, 3, 5, 6
3. Prepare technical drawings that demonstrate expertise in desired career objective
Measure: Design drawings
ILO: 7, 2, 1, 5, 3, 6
4. Create electronic files of graphic presentations for art and computer graphics and design courses.
Measure: Digital drawing files
ILO: 1, 5, 7, 3, 2, 6
5. Create portfolio to showcase projects and market skills.
Measure: Portfolio
ILO: 7, 3, 2, 1, 6, 5

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Inactive Course: 02/27/2017

Effective Summer 2017

8-30 Hours

CONTENT: Review educational documents about CGD careers, and other design choices.

SPO: Prepare documents necessary to enter career goal.

LAB WORK:: Prepare graphic design projects that are needed to enter CGD and art fields.

15-63 Hours

CONTENT: Use Internet and tutorials to gain software skills to support CGD and art courses.

SPO: Demonstrate technical visual communication skills.

LAB WORK: Apply skills from learning resources to complete course assignments.

8-30 Hours

CONTENT: Project management.

SPO: Completion of course projects within set schedule.

LAB WORK: Develop timeline & use it to complete assignments prior to required deadline.

8-30 Hours

CONTENT: Use of constructive feedback to make revisions and improve projects

SPO: Use feedback to make improvements to projects

LAB WORK: Obtain & use input from instructors & peers to make project revisions.

15-63 Hours

CONTENT: Using computer graphics to develop a competitive design portfolio.

SPO: Produce targeted graphic design position portfolio.

LAB WORK: Compile design work in portfolio to highlight career goal competencies.

METHODS OF INSTRUCTION:

Discussion, demonstrations to support independent design and research projects reinforced by instructor and peer critiques

METHODS OF EVALUATION:

CATEGORY 1 - The types of writing assignments required:

Percent range of total grade: 5 % to 15 %

Written Homework

Reading Reports

Lab Reports

Term or Other Papers

Other: Written Critiques

If this is a degree applicable course, but substantial writing assignments are not appropriate, indicate reason:

Course primarily involves skill demonstration or problem solving

CATEGORY 2 -The problem-solving assignments required:

Percent range of total grade: 20 % to 55 %

Homework Problems

Lab Reports

Other: Design Problems

CATEGORY 3 -The types of skill demonstrations required:

Percent range of total grade: 25 % to 60 %

Class Performance/s

CATEGORY 4 - The types of objective examinations used in the course:

Percent range of total grade: 0 % to 0 %

CATEGORY 5 - Any other methods of evaluation:

Percent range of total grade: 15 % to 50 %

Portfolio of course projects.

REPRESENTATIVE TEXTBOOKS:

Recommended:

Same as texts for supporting courses

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Other textbooks or materials to be purchased by the student: flash drive, head phones

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200630

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:
CSU Crosswalk Course Department: CGD
CSU Crosswalk Course Number: 110
Prior to College Level: Y
Non Credit Enhanced Funding: N
Funding Agency Code: Y
In-Service: N
Occupational Course: B
Maximum Hours:
Minimum Hours:
Course Control Number: CCC000122194
Sports/Physical Education Course: N
Taxonomy of Program: 095300