Grossmont-Cuyamaca Community College District
Articulation Agreement

High School Course	Credits	College Course	Units
Graphic Design II- Intermediate Graphic Design	10.	GD126- Adobe Photoshop Imaging	3.0
High school(s):		**College:**	
Steele Canyon High School		Cuyamaca College	

Course Prerequisites
Graphic Design I -Intro to Graphic Design

Recommended Preparation
"B" grade or higher in Graphic Design I

College Course Description

Explores capturing, digitizing and editing images. Students will learn to digitize images and use industry standard software (Adobe Photoshop) to edit, manipulate, retouch, enhance and composite digital images. Explores digital workflows, color management, digital effects, and output methods used to achieve the best possible output from digital image files. Emphasis is on meeting aesthetic and technical requirements of the commercial arts and graphic design industry.

Required Content for Articulation

1) Recognize and identify major art and design movements that have influenced graphic design
2) Describe the relationship of illustrator to client or designer and goal of meeting the needs of clients
3) Identify and apply raster and vector images for illustration
4) Identify and apply basic scanning and resolution issues and techniques
5) Describe the various forms of illustration required by business
6) Describe copyrights as applied to illustration
7) Identify and solve illustration design problems
8) Evaluate effective illustration solutions
9) Utilize the design process of thumbnail sketches, roughs and comprehensive layouts
10) Design and produce illustration in various formats
11) Create artwork using current illustration techniques
12) Apply good craftsmanship in visual presentation
13) Establish a professional portfolio

Required Competencies (SLOs) for Articulation
Students having successfully completed this course exit with the following skills, competencies and/or knowledge:

1) Create and import digital images for use in graphic design applications.
2) Recognize the relationship between raster and vector images and how they come together in graphic design.
3) Perform the set up a digital imaging work environment and manage computer hardware and software.
4) Demonstrate how to make intelligent choices regarding appropriate digital color spaces and workflow.
5) Apply the set-up of digital files at the proper size and resolution for optimum output.
6) Edit, retouch, color correct, enhance and manipulate digital images using industry standard software.
7) Generate composite digital images.
8) Use digital imagery as a visual communication tool.
9) Apply color management to the digital workflow.

10) Output predictable digital files to inkjet printers, printing presses and the web.
11) Develop digital imagery suitable for portfolio presentation.

Assessment Methods

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

1) Participation in class discussions and brainstorming sessions
2) Research on historic styles of illustration
3) Illustration assignments that evaluate the use of design principles and the design process
4) Verbal critiques of student digital illustration projects
5) Portfolio review to evaluate the comprehensive presentation of projects

Rubric: Attached.

Texts and other supporting materials (software, etc.)

Representative examples:

a. Adobe Illustrator CC Classroom in a Book. B. Wood. Adobe Press, 2015.
b. Smith. Photoshop Digital Classroom. 1st edition. AGI Creative Team, 2013.
c. Adobe Creative Team, Adobe Photoshop CC Classroom In A Book. Adobe Press, 2013. ISBN-10:0-321-92807-5.
d. Supplemental: Software reference manuals as needed

Criteria for Course Articulation

1. High school and college teachers attend articulation meetings to determine curriculum alignment and articulation competency rubric.
2. Students must pass the high school course with a grade of **"B" or higher for *BOTH* semesters** of the high school course and have mastered course competencies as identified in the articulation competency rubric.

Agreement was based on Statewide Career pathways Project Template: Yes _X_ No __

Articulation meeting held: **December 2022**

Effective date: **December 01, 2022**

Expiration date: **December 01, 2025**

High School Signatures

Riana B 12-14-22

Teacher Date

Date

Riana Bacceri

Teacher (print name)

Cuyamaca College Signatures

Instructor/~~Division~~ Chair, Cuyamaca College

Tom Bugzavich

Instructor/Division Chair (print name)

12/7/22
Principal Date

3/20/2023
Dean of Career Education, Cuyamaca College Date

Scott Parr
Principal (print name)

George Dowden
Dean of Career Education (print name)

STEELE CANYON HIGH SCHOOL
COURSE OUTLINE

GRAPHIC DESIGN II – INTERMEDIATE GRAPHIC DESIGN

Catalog Description

In this course, students will learn about the many resources, tools, filters and techniques that are used in the graphics and advertising industry for the creation and manipulation of digital painting and photo editing. Students will complete projects that will cover the processes of illustrating, designing, retouching and manipulating photographs. Primary software for this course is Adobe Photoshop, Adobe Illustrator, and Adobe InDesign.

Students will further develop creative thinking and problem solving strategies as they relate to graphic design. The course familiarizes students with intermediate design principles, essential software, and techniques that serve design needs while assisting the preparation of artwork for print, web and other media outcomes. Emphasis is on meeting aesthetic and technical requirements of the commercial arts and graphic design industry.

Students will continue to develop career and industry exploration and how trends apply to design. The students portfolio will be continuously updated to show the strongest and developmental pieces of their works. and portfolio assembly. Primary software in this course: Adobe Illustrator, Adobe Photoshop and Adobe InDesign.

Prerequisite
GRAPHIC DESIGN I - INTRODUCTION TO GRAPHIC DESIGN

Recommended Preparation
"C" grade or higher or "Pass" in GRAPHIC DESIGN I - INTRODUCTION TO GRAPHIC DESIGN

Entrance Skills
1) Properly use input devices of cameras and scanners, and output devices storage and doingles.
2) Manage multiple files for digital projects and use appropriate file formats.
3) Use the Internet for research, communication and file transfer.
4) Apply the design process of brainstorming, roughs, comprehensive to final.
5) Comprehend raster vs. vector, image resolution, file size, and file format.
6) Recognize and adhere to legal and ethical behavior with regard to copyright.

Course Content
1) Recognize and identify major art and design movements that have influenced graphic design
2) Describe the relationship of illustrator to client or designer and goal of meeting the needs of clients
3) Identify and apply raster and vector images for illustration
4) Identify and apply resolution issues and techniques
5) Describe the various forms of illustration required by business
6) Describe copyrights as applied to illustration
7) Identify and solve illustration design problems
8) Evaluate effective illustration solutions
9) Utilize the design process of thumbnail sketches, roughs and comprehensive layouts
10) Design and produce illustration in various formats
11) Create artwork using current illustration techniques
12) Apply good craftsmanship in visual presentation
13) Continue additional updates to professional portfolio

Course Objectives
Students will be able to:

1) Evaluate and critically respond to artistic composition using the language of the visual arts.
2) Create portfolio quality illustrations of various styles using the design process of roughs, comps and final work.
3) Illustrate using both raster and vector software programs.
4) Incorporate original digital images, scans of hand drawings, and use drawing tablets to create art.
5) Research historical styles of illustration and identify how reproduction techniques influenced methods used for drawing.
6) Analyze and derive meaning from professional illustrations according to the elements of art and principles of design.
7) Investigate and report on emerging technologies that will affect illustration.
8) Demonstrate legal and ethical behavior with regard to copyright.
9) Define common digital imaging terms.
10) Compare and contrast raster and vector technology and use each appropriately.
11) Properly use a digital camera to create high-quality photographic images.
12) Properly color correct digital photographs.
13) Use industry software to edit, manipulate, enhance, and composite digital images.
14) Output digital files with optimum and predictable results.
15) Demonstrate a sense of visual communication and expression as it applies to graphic arts.
16) Synthesize production and design skills to develop aesthetically appealing solutions to design problems.

Method of Evaluation

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

1) Participation in class discussions and brainstorming sessions
2) Research on historic styles of illustration
3) Illustration assignments that evaluate the use of design principles and the design process
4) Verbal critiques of student digital illustration projects
5) Portfolio review to evaluate the comprehensive presentation of projects

Special Materials Required of Student

1) Access to digital camera, Internet, industry standard software, printer
2) Electronic storage media
3) Sketch pad, USB/thumb drive

Minimum Instructional Facilities

Smart computer lab, vector and raster software, digital imaging software, graphic tablets, digital cameras, printers, scanners

Method of Instruction

1) Lecture and demonstration
2) Analysis of digital images and graphic designs
3) Assignments
4) Individual student conferences
5) Student presentations, design exhibitions
6) Instructor/student critiques
7) Research papers
8) Field trips

Out-of-Class Assignments

1) Reading assignments
2) Short research assignments

Texts and References

1. Adobe Photoshop 2020 for Photographers, Martin Evening, Focal Press, 2020
2. Adobe Photoshop Classroom in a Book 1st Edition, Conrad Chavez, Pearson, 2022
3. Adobe Illustrator Classroom in a Book 1st Edition, Brian Wood, Pearson, 2022
   Supplemental: Software reference manuals as needed

Exit Skills

Students having successfully completed this course exit with the following skills, competencies and/or knowledge:

1) Create and import digital images for use in graphic design applications.
2) Recognize the relationship between raster and vector images and how they come together in graphic design.
3) Perform the set up a digital imaging work environment and manage computer hardware and software.
4) Demonstrate how to make intelligent choices regarding appropriate digital color spaces and workflow.
5) Apply the set-up of digital files at the proper size and resolution for optimum output.
6) Edit, retouch, color correct, enhance and manipulate digital images using industry standard software.
7) Generate composite digital images.
8) Use digital imagery as a visual communication tool.
9) Apply color management to the digital workflow.
10) Output predictable digital files to inkjet printers, printing presses and the web.
11) Develop digital imagery suitable for portfolio presentation.

Student Learning Outcomes

Upon successful completion of this course, students will be able to:

1) Evaluate artistic composition and analyze the influence of technologies used to create the composition.
2) Using both raster and vector software and the design process of roughs, comps and final work, incorporate original digital images, scans of hand drawings, and drawing technologies like tablets to create portfolio quality illustrations of various styles.
3) Describe and demonstrate legal and ethical behavior with regard to copyright.