

SYLLABUS
PART I
EDISON COMMUNITY COLLEGE
NET 105S COMPUTER GRAPHICS
3 CREDIT HOURS

COURSE DESCRIPTION

Basic creation and manipulation of computer-generated images using painting and drawing software. Topics include: bitmapped graphics, vector (object-oriented) graphics, computer painting and drawing techniques, special effects, scanning techniques, resolution and sampling, image editing, file compression and file formats. Prerequisite: ART 101S or CIT 100S, or department permission.

COURSE GOALS

The student will:

1. Understand the differences between bitmapped and vector images.
2. Understand and demonstrate scanning, resolution and resizing techniques.
3. Design and create computer-generated images.
4. Manipulate and/or color-correct all or part of an image.
5. Save and convert images from one file format to another.
6. Print final images to output device.

CORE VALUES

The core values are a set of principles which guide in creating educational programs and environments at Edison. They include communication, ethics, critical thinking, human diversity, inquiry/respect for learning, and interpersonal skills/teamwork. The goals, objectives, and activities in this course will introduce/reinforce these Core Values whenever appropriate.

TOPIC OUTLINE

1. Bitmapped Versus Vector Images
2. Using Painting Software (Adobe Photoshop) to Create an Image
3. Using Drawing Software (Macromedia Freehand) to Create an Image
4. Scanning Techniques, Resolution, and Resizing
5. Image Manipulation
6. File Compatibility
7. Importing and Exporting Text and Graphic Files
8. Creating Bitmapped and Vector Animations for the World Wide Web