

Course Title	Digital Drawing/Graphic Creation
Course Number	GRD 320
Number of Credits	3 semester credits
Course Dates	8/13/18 – 10/13/18
Instructor	Chris Hadfield
Email Address	chris.hadfield@doane.edu
	chadfield@neb.rr.com
Office Hours/Availability	5:30-6 Monday - Thursday
Phone Number	402.202.2435 call only
Textbook Information: (e.g. title, edition, publisher, ISBN)	NA
Additional Course Materials	NA

Course Description	This course is designed to introduce the computer and selected software as tools to illustrate, draw, and produce original, hand-made art. Instruction focuses on the basic functions of the software programs including tools for line and form drawing, adding text to images, the use of the tool palette, menus, layers, color palette, photographer tools, and tracing tools. Students will learn how to use the tools provided for use in the design of logos, packaging, publications, signage, illustrations, Web pages, and the production of original art. Prerequisite: GRD 315
Program Outcomes	a. Develop critical and analytical thinking skills b. Apply creative solutions to complex problems c. Gain working knowledge of communication concepts, processes, and visualization of techniques d. Appreciate the role of graphic design history and criticism as a framework for practice e. Master current material and tools, and technologies for graphic design f. Understand the underlying principles and practices in image design, typography, symbol systems, informational and promotional design, multimedia, and Web design g. Recognize the designer's responsibility to the client, audience, and society h. Practice effective and innovative communication in the field of graphic design
Course Learning Outcomes/Objectives	Upon satisfactory completion of this course, students will be able to use Photoshop to: 1. Create stock images from scratch in Photoshop 2. Create real world textures such as glass rubber and metal from scratch in Photoshop 3. Scan in hand-drawn and use vector tools in Photoshop to create digital files 4. Combine these creations into stunning composites
Technology Requirements	https://www.doane.edu/faq/minimum-computer-requirements

Course Schedule

Week or Module	Topic	Content	Assessments Matched to Learning Outcomes	Due Date & Time
1-2	Textures	Creating Textures from scratch in Photoshop	Re-create found texture in Photoshop	End of week 2
3-4	Lighting and Mood	Changing lighting and mood in existing photographs and composites	Change lighting and mood in a Photograph or composite of students choice	End of week 4
5-6	Amazing Composites	How to create objects and combine with images for amazing composites	Students will create from scratch certain elements to combine with real photographs for a Fantasy inspired project	End of week 6
7-8	All From Scratch	How to create a realistic environment from scratch	Students will create a final project combining skills learned from previous weeks	End of week 8

Grading Assessments

Type of Assessment	Points	Total possible points
Accuracy of texture	25	25
Quality of mood change	25	25
Quality of composite	25	25
Quality of final project	25	25

Grade Scale (Grade scale will be program specific. Please check with the applicable Program Director for this information.)

A=90%-100% B= 80-90% C= 70-80% D= 60-70% F= 59% or below

Participation Policy	A student is expected to be prompt and regularly attend on-ground classes in their entirety. Regular engagement is expected for on-line courses. Participation in class discussions is an integral part of your grade.
	(Faculty to insert any additional class participation; see resource page for ideas.)

Study Time	Expectation of the amount of time the course requires students to spend preparing and completing assignments. Typically, students could expect to spend approximately 12 hours a week preparing for and actively participating in this 8-week 3 credit hour course. This actual time for study varies depending on students' backgrounds.
Late Work	(Include expectations regarding late work; please see attachment for examples.)
Submitting Assignments	(Include expectations regarding students' submission of assignments, for example, in class or in Blackboard.)
Communication Policy including Assignment Feedback	(State your policy on timeliness of communicating with students and length of time needed before assignments will be graded, e.g. 48 hours.)
Academic Integrity Policy	New Academic Integrity Policy to be released AUTM 2018
Academic Support	Please contact academicsupport@doane.edu https://www.doane.edu/graduate-and-adult/academic-support
Disability Services	https://www.doane.edu/disability-services Doane University supports reasonable accommodations to allow participation by individuals with disabilities. Any request for accommodation must be initiated by the student as soon as possible. Each student receiving accommodations is responsible for his or her educational and personal needs while enrolled at Doane University. Please contact Chris Brady at chris.brady@doane.edu or 402-467-9031 for assistance.
Military Services	https://www.doane.edu/graduate-and-adult/military

Anti-Harassment Policy	http://catalog.doane.edu/content.php?catoid=5&navoid=452
Grade Appeal Process	http://catalog.doane.edu/content.php?catoid=5&navoid=238
Credit Hour Definition	Doane University follows the federal guideline defining a credit hour as one hour (50 minutes) of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work each week for approximately fifteen weeks (one semester), or the equivalent amount of work over a different time period (e.g., an 8-week term). This definition applies to courses regardless of delivery format, and thus includes inperson, online, and hybrid courses (combination of in-person and online). It also applies to internship, laboratory, performance, practicum, research, student teaching, and studio courses, among other contexts.
Syllabus Changes	Circumstances may occur which require adjustments to the syllabus. Changes will be made public at the earliest possible time.