

COURSE OUTLINE

Course: 11112 DIGITAL DESIGN

Total Course Hours: 360.00

CBEDS Title: DIGITAL DESIGN

CBEDS #: 2458

Job Title(s):

Graphic Designer, Digital Designer, Multimedia Artist, Cartoonist, Animator, Intern in a Digital or Graphic Design Studio.

Prerequisites:

Course Description:

This course will provide students with the skills to develop a broad perspective of art, design, communication theory, processes and tools and their applications in Multimedia Communications and Design. Students will apply design elements and principles to projects such as digital media, website design and print media publications. Students will use technology tools that allow them to incorporate text, graphic, sounds, animation and video into their projects. Students will also learn digital work flow. Students that achieve competency will have an opportunity for employment as multimedia artist/graphic and cartoonist. Integrated throughout the course are Academic and CTE standards, which include safety, communication, technology, ethics, career planning and other employability skills.

Hours	
Class	OJT

Occupational Competencies

1-7 on the Course Outline are generic to all BVROP courses and include the BVROP Student Outcomes

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| 3.00 | | <p>1 <u>ORIENTATION</u></p> <ul style="list-style-type: none"> A Identifies and discusses course objectives and competencies. B Discusses ROP Student Outcomes. C Explains class attendance and behavior objectives. |
| 3.00 | | <p>2 <u>HEALTH, SAFETY AND ENVIRONMENTAL MANAGEMENT</u></p> <ul style="list-style-type: none"> A Describes accident procedure. B Demonstrates appropriate safety practices (e.g. bending, lifting, etc.). C Demonstrates knowledge of classroom procedures and drills (e.g. earthquake, fire and emergency). D Applies sound ergonomic principles in operating computer equipment. |
| 3.00 | | <p>3 <u>ETHICS AND LEGAL RESPONSIBILITIES</u></p> <ul style="list-style-type: none"> A Defines sexual harassment and discusses tactics for handling harassment situations. B Applies appropriate workplace behavior and standards. C Understands the importance of ethics in information technology fields. D Understands that copyright violations are theft and distinguishes copyright violations in a variety of situations E Distinguishes between first amendment freedoms and access to information. |
| 3.00 | | <p>4 <u>LEADERSHIP AND TEAMWORK</u></p> <ul style="list-style-type: none"> A Describes the characteristics and benefits of teamwork and leadership. B Demonstrates ability to make appropriate decisions. C Works well with others and gives/takes constructive criticism. |

Hours	
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| 15.00 | | <p>5 <u>CAREER PLANNING</u></p> <ul style="list-style-type: none"> A Prepares a finished, professional portfolio showing the best work that has been completed during the class. B Locates job opportunities through the use of want-ads and placement agencies. C Visits at least one facility related to area of training and observes jobs performed. D Completes a job application correctly. E Prepares for and critiques a simulated employment interview. F Discusses employee benefits and rights as related to the specific occupational job area including gender equity and equal opportunity. G Identifies acceptable procedures to leave a job. H Applies for a scholarship. I Completes a professional resume. J Demonstrates appropriate personal grooming and dress. |
| 3.00 | | <p>6 <u>COMMUNICATION</u></p> <ul style="list-style-type: none"> A Uses effective workplace conversation. B Reads and interprets written information and directions. C Practices various forms of written communication appropriate to the occupation. |
| 5.00 | | <p>7 <u>STUDENT OUTCOMES</u></p> <ul style="list-style-type: none"> A Demonstrates Occupational Specific, Communication and Critical Thinking Skills B Demonstrates Responsible Work Ethics C Demonstrates Career/Employment Literacy D Demonstrates Effective Use of Technology |
| 25.00 | | <p>8 <u>BASIC HARDWARE</u></p> <ul style="list-style-type: none"> A Demonstrates basic equipment operation and terminology B Describes preventative maintenance and minor troubleshooting C Recognizes and discusses current trends in computer hardware D Demonstrates working in a networked environment E Discusses the use of a scanner, digital still camera and a video camera |
| 25.00 | | <p>9 <u>BASIC USE OF OPERATING SYSTEM</u></p> <ul style="list-style-type: none"> A Discusses the role of the operating system B Demonstrates basic operating system commands C Demonstrates disk management skills |
| 15.00 | | <p>10 <u>BASIC OPERATION OF COMPUTER SOFTWARE</u></p> <ul style="list-style-type: none"> A Discusses the use of a desktop publishing application B Describes the use of an email application C Demonstrates the use of multimedia applications D Demonstrates the use of graphics applications |
| 50.00 | | <p>11 <u>INTRODUCTION TO THE WORK ENVIRONMENT</u></p> <ul style="list-style-type: none"> A Discusses and demonstrates the different parts of the graphics application work area B Discusses and demonstrates different misc. tools in a graphics application C Discusses and demonstrates how to open and save images D Demonstrates the use of proper file naming conventions when saving files E Demonstrates how to use the File Browser F Demonstrates how to resize an image and discuss the pros and cons of doing so G Demonstrates how to resample an image and discuss the pros and cons of doing so H Demonstrates how to magnify an image I Demonstrates how to crop an image J Demonstrates how to change the canvas size K Demonstrates how to duplicate an existing image L Discusses and demonstrates how to add annotations to an image M Demonstrates the use of batch actions to improve workflow |

Hours
Class OJT

25.00	
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12 DRAWING

- A Creates fills and strokes
- B Demonstrates painting with brushes
- C Discusses how to change brush dynamics
- D Creates line segments using a Bezier tool
- E Demonstrates how to create gradients
- F Discusses the different ways to erase things from an image

20.00	
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13 TEXT

- A Demonstrates how to create text elements
- B Edits text elements
- C Creates text shapes
- D Demonstrates how to use spell check

30.00	
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14 SELECTIONS

- A Create geometric selections with the marquee tools
- B Discusses how to create freeform, polygonal, and magnetic selections with the lasso tool
- C Identify how to select areas of similar color using the magic wand tool
- D Add to, subtract from, and intersect selections
- E Moves and duplicates selections
- F Rotates and scales selections
- G Demonstrates how to feather a selection
- H Creates selections using the path and shape tools
- I Discusses how to edit path selections
- J Demonstrates how to use alpha channels to help make selections

30.00	
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15 IMAGE ADJUSTMENTS

- A Demonstrates the parts and the use of a color wheel
- B Adjusts the levels of our images and the color of an image using curves
- C Discusses how to adjust the color of an image using color channels
- D Demonstrates how to adjust the hue and saturation of an image
- E Adds and removes color from an image
- F Removes dust and scratches from an image
- G Discusses how to clone and heal parts of an image
- H Creates instant borders for an image

15.00	
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16 LAYERS

- A Demonstrates how to create and delete layers
- B Demonstrates how to work with layers (this includes selecting, reordering, hiding, linking, locking, naming and merging)
- C Discusses how to use layer guides and grids

20.00	
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17 FILTERS

- A Demonstrates the use of pixel creation filters
- B Demonstrates the use of destructive filters
- C Discusses the use of distortion filters
- D Demonstrates the use of focus/blur filters

20.00	
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18 BLENDING MODES

- A Identifies how to use the opacity and fill modes
- B Identifies the different blending modes and their effect on an image
- C Uses blending modes with brushes
- D Uses blending modes with layers
- E Demonstrates the use of blending modes on the entire image

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20.00	
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19 MASKS

- A Identifies the use of channel masks
- B Discusses the use of transparency masks
- C Demonstrates the use of layer masks
- D Discusses how to create and edit quick masks
- E Discusses the use of gradients as masks
- F Understands how to convert a mask into a selection

30.00	
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20 PUBLISHING

- A Identifies different file formats used in graphic design
- B Demonstrates how to prepare images for print
- C Demonstrates how to prepare images for the web
- D Prepares images for transferring into other applications
- E Demonstrates how to use Color Separation methods to prepare an image for print

Additional Course Information

This course articulates with Mt. San Antonio College

TOTAL HOURS

Class	OJT	Course
360.00	0.00	360.00