



## Course Outline

2026-2027 Catalog

### MSP 96 - Introduction to Computer Graphics

#### Catalog Description

**Transfer Status:** CSU

**Unit(s):** 3.00

**Lecture:** 34.00 Contact hours/68.00 Out of class hours/102.00 Total hours/2.00 Unit(s)

**Lab:** 51.00 Contact hours/0.00 Out of class hours/51.00 Total hours/1.00 Unit(s)

**Total:** 85.00 Contact hours/68.00 Out of class hours/153.00 Total hours/3.00 Unit(s)

**Course Description:** This course is an introduction to the skills, techniques and tools to produce computer generated graphics. Areas of study will include: the basics of computer drawing and design, adding text to graphics, converting and exporting graphics into multiple formats for print and online, and modification and transformation techniques.

#### Objectives

Upon successful completion of this course, the student should be able to:

1. Identify skills, techniques and tools needed to create computer graphics.
2. Produce computer graphics using the appropriate techniques and tools.
3. Identify and demonstrate the basic processes to modify digital artwork.
4. Identify the various effects that can be used to create and enhance graphic images.

#### Course Content

##### Topic Titles / Suggested Time Topic

##### Lecture

| <u>Topics</u>                                      | <u>Lec Hrs</u> |
|----------------------------------------------------|----------------|
| Introduction to Apple Computers                    | 4.00           |
| Graphic design and drawing software                | 3.00           |
| Digital drawing basics                             | 3.00           |
| Adding text to graphics                            | 8.00           |
| Effects to enhance graphics images                 | 4.00           |
| Converting and exporting graphics into new formats | 4.00           |
| Modification techniques                            | 4.00           |
| Software evaluation                                | 4.00           |
| <b>Total Hours:</b>                                | <b>34.00</b>   |

##### Lab

| <u>Topics</u>                                      | <u>Lab Hrs</u> |
|----------------------------------------------------|----------------|
| Introduction to Apple Computers                    | 6.00           |
| Graphic design and drawing software                | 4.50           |
| Digital drawing basics                             | 4.50           |
| Adding text to the graphics                        | 12.00          |
| Effects to enhance graphic images                  | 6.00           |
| Converting and exporting graphics into new formats | 6.00           |
| Modification techniques                            | 6.00           |
| Software evaluation                                | 6.00           |
| <b>Total Hours:</b>                                | <b>51.00</b>   |

#### Methods of Instruction

- A. Demonstrations
- B. Homework: Students are required to complete two hours of outside-of-class homework for each hour of lecture
- C. Lecture
- D. Projects  
Labs

#### Methods of Evaluation

- A. Quizzes

B. Creative Projects, Notebook evaluation, Lab Performance

## **Examples of Assignments**

---

### **Reading Assignments**

1. Research a design firm from the list supplied by instructor, read the company's mission statement, goals and processes for working with clients and share with class.
2. Research a designer using the Internet and find an article or interview to discuss as an oral report to the class.

### **Writing Assignments**

1. Write a one-page bio on a designer or design studio chosen from the list supplied by instructor. Include geographic location of designer or studio, number of employees, and discuss the development of three projects created by the designer or studio.
2. Research two new technologies related to the design industry. Write a one-page paper describing the elements of the technology and how they relate to creating design projects.

### **Out-of-Class Assignments**

1. Visit a local design studio. Interview the owner or an employee of the studio to share the individual's background and skills with class.
2. Research two video design tutorials on Youtube. Select one tutorial and create the project shown in the tutorial. Show both the video and final project to the class.

## **Recommended Materials of Instruction**

---

### **Other Learning Materials**

Handouts

Tutorial Websites

### **Minimum Qualifications**

---

Art (Masters Required)

Computer Science (Masters Required)

Graphic Arts

Office Technologies

---

**Created/Revised by:** Donnelly, Daniel

**Date:** 02/04/2013