

Computer Graphics

Mrs. Huber
Room 336 (Mac Lab)

Course Description

Computer Graphics class is designed to give students a broad overview of technical and artistic aspects of creating and manipulating art and photographs with computers.

Materials Required

1. 2 GB (or larger) USB Flash drive

Materials That Are Helpful But Not Required (*Don't go out and buy them, but if you have them, great.*)

1. Digital camera and accessories (batteries, memory card, camera bag)
2. Tripod

Projects

We will be using a variety of software, and most projects will use Photoshop. Some themes include designing posters, retouching photographs, combining photographs, and making art from scratch.

Most assignments can be found at www.lpcsdshuber.weebly.com and should be uploaded through the forms on that page.

Projects will be graded on technical precision, creativity, craftsmanship, following directions, aesthetics, and perceived effort. Meaningful participation in class will be included in your grade. Projects will be created in the Mac Lab and saved on the server.

Quizzes and Written Assignments

Short quizzes will be given following the study of software, techniques, design elements, and terminology discussed during class and included in class handouts. Quizzes will always be announced at least one day in advance. Written assignments will consist of self-assessment and peer assessment.

Final Project

The last several weeks of the semester will be devoted to a final project. The final project consists of an in-depth exploration of a technique or theme introduced to you during this class.

Grading

Grading will be as follows:

80-90% of quarter grade- Projects (projects will be weighted by the amount of time we spend on them.)

10-20% of quarter grade- quizzes and writing assignments

20% of semester grade - final project

Grades will be based on rubrics, checklists, and self-assessments.

Rules and Procedures

- No food or drinks in the computer lab.
- Log in as soon as you get to class. If your computer is not working properly, find one that is.
- Follow all appropriate rules for using school computers.
 - Any internet use must be directly related to assignments for this class.
 - Doing homework for other classes while in this class is unacceptable, with exceptions for certain circumstances.
- All work that is not original must be cited. If you are not sure whether your work needs to be cited, do it just in case.
- When we are working on something as a class, follow along with the projector screen as much as possible. Do not work ahead or get sidetracked. Close all windows that aren't relevant.
- Keep up! If you look around and realize you are falling behind, it is **your responsibility** to seek extra help and/or come in during 10th period or free periods. If the lab is locked, ask a teacher to open it. All teachers have a key.
- All work in progress should be saved in your server folder; *not on your desktop*. Back up to your flash drive or Google drive.
- Projects will be turned in via flash drive/external hard drive or uploaded onto my teacher page.
- Critique is an important part of the learning process. Be helpful and polite to your classmates by giving them your full attention and respectfully offering your opinion.
- At the end of each class, **make sure you quit all open applications and log out**. Also, clean up your area and push your chair in.