Course Number: SGD-116
Course Title: Graphic Design Tools

Textbook Information
(Opens in Barnes & Noble Search window)
http://waketech.bncollege.com/webapp/wcs/stores/servlet/TBWizardView?catalogId=10001&langId=-1&storeId=65227

Online and Hybrid Course Information
Students in Curriculum Education Online and Hybrid courses must complete the Course Entry Quiz during the first 10% of the course. The quiz can be found on the course’s Blackboard site on the first day of class. Students who fail to complete the quiz within the required time frame will be immediately marked as “NA” (Never Attending) and dropped from the class.

This class may include at least one proctored assignment and/or test that will require attendance at a testing center or an approved proctored location.

Course Description:
This course introduces students to computer based graphic design tools and their use within the context of simulation and game design. Topics include texture creation, map creation, and introduction to advanced level graphic design techniques. Upon completion, students should be able to competently use and explain industry-standard graphic design software.

Software Used to Complete Coursework:
Adobe Photoshop CC, Allegorithmic Substance Painter

Other Required Equipment:
Flash Drive or Portable Hard Drive

Special Instructions:
None

Credit Hours: Three (3) Semester Hours
Pre-requisites: None
Co-requisites: None

Course Goals:
1. Introduce Adobe Photoshop interface
2. Utilize Industry-standard graphic design tools to create professional assets
3. Examine the fundamentals of digital image creation

**Student Learning Outcomes:**
Upon successful completion, students will be able to demonstrate (through completion of class work and assignments):

- Demonstrate the ability to use the Photoshop interface to both create and manipulate images
- Apply an understanding of art principals such as color theory, tonal balance, and composition
- Compose textures to cover both two and three dimensional surfaces
- Design original layouts and imagery in a digital workspace
- Integrate textures with 3D objects to compose a cohesive interactive environment

**Grading:**

**40% Exams**
Tests must be taken on the assigned date, otherwise a grade of zero will be assigned. Any exceptions to this policy must be the result of a documented emergency or prior arrangement with the instructor. Makeup tests may be administered on a day near the end of the course designated by the instructor for that purpose. To take a makeup test, the student must submit a written explanation for missing the scheduled test.

**50% Projects**
Assignments given out on a weekly bases that show practical application of the lesson and topics covered.

**10% Participation**
Participation and Attendance is an indication of the student's overall attitude, work ethic, and drive.

**Subject Areas:**
Note: The order in which these subject areas are presented may be changed/modified by your instructor. This list is offered only as a guide. The pace of each class differs according to the instructional needs of the students in the class. Always consult with your instructor.

- Introduction to Photoshop
- Art principals and theory
- Creating and manipulating images
- Masks & Layers
- Color
- Texture Creation
- Layouts and 2d Environments
- Texturing a 3d Environment

**Employability Skills:**
Each student will be evaluated based on whether he or she demonstrates the skills that make them employable in their field. These skills may include, but are not limited to: promptness, presence, verbal articulation of subject matter concepts, quality of written communications, respect for their instructor,
respect for their classmates, honorable presentation of original work, gracious acceptance of constructive criticism, attention to detail, and a dedication to excellence in their academic goals. These employability skills are direct reflections of the Wake Tech's Core Values. Ask your individual instructor about how employability skills will affect your grade, and your ability to work in your chosen field once you have completed your academic goals.

Classroom Policies

- Students are responsible for all of the information presented in the Wake Technical Community College Student Handbook.
- Please note that computers are to be used at all times for official course purposes.
- Use of computers for general web surfing, e-mailing, chat room discussions, social networking, and any other non-course related task is forbidden. Violation of this rule will result in a grade deduction and possible loss of computer privileges.
- The college forbids the use of all audible electronic equipment during instructional time.
- Forbidden devices include but are not limited to: cell phones, smart phones, MP3 players, tablets, and PDAs.
- If you miss a lecture or arrive late, you are responsible for the material presented, handouts distributed, and any announcements made that day. The instructor will not provide notes for missed classes.

The Core Values of Wake Technical Community College
(Opens in a new window)
https://www.waketech.edu/catalog/history-statement-values-and-accreditation

Student Code of Conduct, Rights, and Responsibilities
(Opens in a new window)
https://www.waketech.edu/catalog/student-code-conduct-rights-and-responsibilities

Disability Support Services (DSS)
Disability Support Services (DSS) is available for students who require academic accommodations due to any physical, psychological, or learning disability. To determine eligibility, contact the office at 919-866-5670. Wake Technical Community College strives to make its websites accessible and usable for people of all abilities. We continue to make improvements and enhancements to our website accessibility features. If you find a feature that is not accessible, or if you have an immediate need, please contact accessibility@waketech.edu.

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