

Syllabus

Computers in the Studio II

Course Number	GDD-2095-J
Time/Location	Thurs 9-11:50 AM, Room 508
Credits/Duration	No credits/Two Semesters
Department	Advertising & Graphic Design
Term/Year	Spring 2008
Instructor's Name	Kyle Talbott
Email	sva@kyletalbott.com (please include "SVA Class" in Subject)
Description	This course will serve as an introduction to graphic design on the Macintosh platform using the Adobe CS products: Illustrator, Photoshop, InDesign, Dreamweaver, hand-coding and Flash.
Results	By the end of this school year you will be well versed in the functionality an application of these programs as they pertain to the class assignments and your own creativity. You will be proficient in Illustrator, Photoshop, InDesign, Dreamweaver—and if you so wish—hand-coding html. You will also leave the class with a comprehensive understanding and experience of Flash.
Strategy	Each class will consist of the following elements: lecture, sharing and assignments. The assignments are where it is expected that explore your personal path to fleshing out the skill set and techniques as explained in the weekly lectures. If you don't know how to execute your vision, ask.
Attendance	You are expected to come to class on time. Two tardy arrivals equal one unexcused absence. Tardiness= 10 minutes late to class, 15 minutes late if you have a great, interesting, funny, yet believable excuse. If you miss three classes or are late to six, you cannot attend the rest of the semester. If you arrive late, it's your responsibility to sign in.
Policies	All mobile and music devices turned off before entering the class and left unused during class It is the students' responsibility to sign in It is the students' responsibility to check their email for any updates, assignments, etc All handouts must be picked up, stored in a folder, black book, etc and brought to every class Put your name on your handouts Put your name on your printouts Always bring back up storage Be aware of additional lab hours (posted on the doors) Utilize those lab hours No layouts for print to be completed in Illustrator or Photoshop No layouts for web to be completed in InDesign All documents are to be at least 150ppi All assignments, digital or otherwise, must be clearly marked with your name at submission

Grading	Attendance	25%
	Participation	25%
	Projects	50%

Textbooks Visual Quickstart Guides, Peach Pit Press

Materials Sketchbook
CDR
Memory Stick
iPod
online file storage

Overview Each student will produce product(s) by the end of the year that contains all of the following elements:

Cover
Spread
Table of Contents
Logo
Photographic Imagery
Flash microsite
Flash elements
Web pages

Suggested projects are:
DVD/CD package
Band/Company Promotional
Product Catalog
Portfolio
Magazine
Book
and corresponding website

Schedule	Instructor has the right to (and most likely will) deviate from this plan
Week One	1.17.08 InDesign: Interactive PDF's I
Week Two	1.24.08 InDesign: Interactive PDF's II
Week Three	1.31.08 Dreamweaver: HTML vs. WYSIWYG and the interface
Week Four	2.7.08 Dreamweaver: Building pages, using frames
Week Five	2.14.08 Dreamweaver: CSS I
Week Six	2.21.08 Dreamweaver: CSS II
Week Seven	2.28.08 Dreamweaver: The Remix
Week Eight	3.6.08 Flash: Intro and the timeline
Spring Break	3.12.08 Have fun. Be safe.
Week Nine	3.20.08 Flash: The timeline, layers and movement
Week Ten	3.27.08 Flash: Basic Actionscript
Week Eleven	4.3.08 Flash: The Remix
Week Twelve	4.10.08 Putting it all together II
Week Thirteen	4.17.08 Putting it all together II
Week Fourteen	4.24.08 In class review I
Week Fifteen	5.1.08 In class review II