MISSOURI WESTERN STATE UNIVERSITY

SCHOOL OF LIBERAL ARTS AND SCIENCES

DEPARTMENT OF COMPUTER SCIENCE, MATHEMATICS, AND PHYSICS
Undergraduate Program

COURSE NUMBER: ACT202
COURSE NAME: Web Design Tools

COURSE DESCRIPTION:

This course provides a comprehensive introduction to the Adobe Design Suite exploring the design applications Fireworks, Illustrator, and Photoshop. With the use of exercises and projects, the student will develop an extensive understanding of the tools and methods associated with the software. Real-world issues will be addressed to build problem-solving and critical thinking skills necessary for advanced course work. Currently ABODE CS6 in loaded in the lab and all tutorials are designed around the CS6 products. Currently CS6 is offered in the cloud and you may rent the software you will need for this class for $19.99 a month.

Prerequisites

A grade of C or better in ACT102 Introduction to Web Design and CSC201 Introduction to Microcomputer Applications (or equivalent)

Software needed for this course:

Adobe Design Premium CS6 may be used in the lab Remington 108 or you may rent your software at:

http://www.adobe.com/products/creativecloud/students.edu.html?sdid=JTZDP&skwcid=AL!3085!3!2946
7631302!b!!g!!cs3%252520student&ef_id=Ufge4QAABB438gp0:20130822200504:s

Operating System

Windows XP service pack 2 or higher

Course Objectives and Process

Using a hands-on approach, we will use the computer to apply creative art and design principles. Our primary software package will be Adobe Creative Suite 6 (CS6): The de facto standard for producing artwork in print, web, and interactive mediums. Specifically, we will learn how to use Photoshop, Fireworks, Illustrator and Dreamweaver to produce work according to current aesthetic principles, theories and industry standards. Technically this will include exposure to image resolution, photo compositing & retouching, vector illustration, page layout, and web page design

The broader goal of this class is to lay the groundwork for future learning, both guided and self-directed, of this and other professional graphic design applications. This is accomplished through dedicated and repeated use of the tools, and the desire on your part to push the software and yourself beyond your own boundaries, both creatively and technically.

This is an entry-level class, with a curriculum designed for beginners, though I am aware that students will come to this class with varying degrees of technical and artistic experience. Students already familiar

with the material presented in class are encouraged to use that expertise to assist students who are less familiar with the application and broaden their creative approach. One of the best ways to solidify ones understanding of any discipline is to share that knowledge with others.

Performance Based Learner Outcomes

Upon completing this course students will have acquired a working knowledge of three software programs specific to graphic design. They will be able to:

1. Navigate and produce work with the Windows operating system.
2. Identify, connect and use basic Windows hardware and peripherals.
3. Select and use criteria-based graphic arts software for given tasks.
4. Produce work using a combination of page layout, illustration, and photo manipulation software.
5. Identify and use basic typographic measurement and terms.
6. Identify and use sound webpage development and construction.
7. Digitize images using the industry standard format and resolution for given media.
8. Research problems and capabilities with software documentation manuals and books.

Required Texts

Required Materials

Portable storage device (such as a portable FireWire or USB2 hard drive, USB flash drive, Internet storage service (p: drive), iPod, etc. to save and retain class work.

COURSE TOPICS:

Fireworks:
- Menus and Tools
- Creating layered objects
- Bitmap images: cropping, importing, merging
- Vector images: working with masks, adding text to images, creating new styles
- Slicing and optimizing
- Creating and using symbols

Illustrator:
- Menus and Tools
- Working with text in the workspace
- Drawing in Illustrator
- Creating curved lines, using anchor points
- Drawing from scratch in Illustrator: creating logo and small images
- Creating and modifying layers: Distorting, fading, merging

Photoshop:
- Menus and Tools
- Layering and cloning images: working with multiple layers and layer types
- Grouping and color management
- Flattening images

- Using guides and layouts
- Borders, filters, opacity, blending