

## WDMD 200 Introduction to Computer Graphics

Fall Semester 2016

Section 1: 8:00-8:50 Tuesdays, Thursdays, and Fridays A224 Science

**Professor:** Katie Stern, MFA (call me Katie or Professor Stern) **Office Phone:** (715) 346-4145

**Office Hours:** Mondays 11:00-1:00

Tuesdays 11:00-12:30

Thursdays 11:00-12:30 or by appointment

**Office Location:** B239 Science Building

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**Course Description:** This is a survey of common varieties of software used in web and multimedia development including raster-based, vector-based, and motion-based software. This course is designed to make you proficient in the basic technical aspects of each program.

This is a GEP-Arts-designated course in the General Education Program. The credits you receive in this course will help satisfy UW-Stevens Point's General Education requirements for graduation. As a result, we will apply our studies to achieve the following learning outcomes:

- **Describe, analyze or critique creative works utilizing knowledge of relevant aesthetic criteria or stylistic forms.** During this class you will study how artists create and use digital lines, values, and colors and identify choices those artists made to enhance their projects. You will see how the use of value and contrast increase viewers' understanding and contribute both to the aesthetics and to the usability of modern cultural artifacts (aligns with WDMD Program Competencies #1 and #3 listed below).
- **Demonstrate an understanding of creative expression by producing or performing a creative work.** You will create a variety of art projects using vector graphics and animation to visually express the emotional impact of words (aligns with WDMD Program Competencies #1 and #2 listed below).

### Program Competencies

The WDMD faculty members at UW-Stevens Point have developed a set of program competencies that define the educational goals of the WDMD major. No single WDMD course can cover all of the program competencies, but together the required and elective courses within the major meet all of these goals. This course is designed to help you meet the following program competencies:

1. **WDMD Program Competency: Technical Knowledge and Skills**
  - a. Students will identify, select, and use techniques of web and digital media development in the context of their practice (aligns with Course Learning Outcomes #1-#4 below).
  - b. Students will develop motion graphics to enhance the main concept of User Interface projects. (aligns with Course Learning Outcomes #1-#5 below).
2. **WDMD Program Competency: Life Long Learning**
  - a. Students will demonstrate the ability to innovate in unfamiliar or uncomfortable situations in order to progress without the fear of failure (aligns with Course Learning Outcome #6 below).
3. **WDMD Program Competency: Development Methodology for Web/Media Projects**
  - a. Students will value the rights, opinions, and needs of project stakeholders in the development and implementation of web and digital media solutions (aligns with Course Learning Outcomes #5 and #6 below).

### Course Learning Outcomes:

By the end of this semester, you will be able to demonstrate the following:

1. File management skills:
  - a. Organize, re-name, and distribute files using Adobe Bridge.
  - b. Submit files for grading by following written instructions provided by the professor.
2. Image-based skills:
  - a. Crop, rotate, color correct, and retouch images using Adobe Photoshop.
  - b. Understand how and why colors are mixed in Adobe Photoshop.
  - c. Create aesthetic alterations in photos by using Levels and Curves Adjustment Layers.

- d. Use layer masks to record selections in Adobe Photoshop.
3. Vector-based skills:
  - a. Identify the differences between Photoshop and Illustrator and explain both programs' roles in the creation of artistic cultural artifacts.
  - b. Employ Adobe Illustrator to develop vector files from raster files.
  - c. Work with a variety of color modes including CMYK and RGB.
  - d. Use Adobe Illustrator to create vector-based elements for use in motion-based software.
4. Motion-based skills:
  - a. Build timeline-based motion graphics using Adobe After Effects.
  - b. Use basic animation skills to create motion-based graphics.
5. Overall skills:
  - a. Choose the appropriate software for a variety of digital tasks.
  - b. Save files for specific uses according to industry standards.
6. Independent study-based skills.
  - a. Develop new skills on an independent study basis by researching Lynda.com movies and other available online tutorials.

### Industry Standards

Web and Digital Media professionals use software programs according to industry standards that are often different than those used by non-professional users. During this class you will learn and demonstrate a minimum level of competency in these standards.

### Classroom Time

I will often invite you to go online and do research during class, so please bring earbuds or headsets to class. However, the classroom computer, smart phones, laptops, and tablets *must be used for classroom activities only!* It's extremely tempting to continue browsing instead of listening to the professor as we move to new subjects. It's also very tempting to check e-mail, Facebook, etc. despite the fact that they have nothing to do with classroom activities. I reserve the right to insist that a device be turned off and stored away if there is any question about the use of the device during class. If the student refused to do so, or if the offense is frequently repeated, he/she may be excused from the class and reported to the Dean of Students. Devices of any kind are not allowed during written exams unless for documented special needs.

Students are sometimes inclined to do two things at once during class, such as do homework or study for a different class during WDMD 200 class time. This is not allowed because cognitive science has proven that our brains can't process two thoughts at once. You'll either concentrate on your different class or on WDMD 200. Students studying different class material may be asked to stop, asked to leave the classroom, and/or be reported to the Dean of Students for further action.

### Grading

Each software program taught in this course is vital in the Web and Digital Media industry. All WDMD students must demonstrate minimum competency in the three major software programs before proceeding in the WDMD major. They aren't necessarily complex or difficult, but they are the stepping stones to future training. The three software programs are:

1. Adobe Photoshop CC
2. Adobe Illustrator CC
3. Adobe After Effects CC

You will be given a "minimum competency evaluation" (MCE) for three of the software programs taught in this class (Photoshop, Illustrator, and After Effects). You will have up to two chances to demonstrate this minimum competency for each software program. Practice evaluations will be available before the actual evaluations are given. **Minimum competency will be demonstrated by correctly and accurately answering all of the questions for each software program.**

**If you do not pass every minimum competency with a grade of 100% for every software program taught, you will earn a grade of F for the course regardless of all of the other coursework you complete.** Minimum competency evaluations for each software program will be given before the course withdrawal date for the semester. Students not meeting this requirement for any software program will have the option of dropping the

class with a “W” designation. Students are welcome to remain in the class after the drop date to continue learning, but their final grade will be F regardless of the quality of work after a minimum competency evaluation was not passed.

**All students have two chances to pass each Minimum Competency Evaluation. However, if the student does not make arrangements to complete or repeat an evaluation by 2:00 p.m. on Monday April 4<sup>th</sup>, he/she forfeits the opportunity to take both attempts.**

#### **Timing of minimum competency evaluations**

Practice evaluations and the first minimum competency evaluation for each software program will be conducted in class. The schedule for subsequent evaluations will be announced after the results of the first evaluations are released and may need to be taken outside of class time. Students needing to re-take evaluations will be expected to do so during the scheduled times. Only the minimum competency evaluations not passed must be repeated. Once you have passed a minimum competency evaluation for one software program, you are finished being tested on that program.

If the second attempt to pass the minimum competency evaluation is not successful, you have the option of dropping the course with a “W” designation before the drop date. This semester the last day to drop a 16-week course is November 11<sup>th</sup>. It is your responsibility to check your grades on D2L and make sure you have passed the minimum competency evaluations. It is not your professor’s responsibility to contact you personally with grade information, as we are not allowed to exchange grade information via e-mail.

#### **Earning your final grade in this course**

1. You will be granted a total of 68 points toward your final grade when all of the minimum competency evaluations are passed. No points will be awarded if at least one of the minimum competency evaluations is not passed by the end of the semester. If you have completed projects during the second half of the semester but do not pass one or more of the minimum competency evaluations after the second try, all 68 points will be removed and you will not pass the class, regardless of how many project-related points have been earned.
2. You will earn additional points toward your final grade by completing projects assigned after the minimum competency evaluations have been completed. The point value of each project will be announced with the project is announced.
3. Projects with multiple steps may be assigned during the last weeks of the semester. If you complete some steps of a project but don’t complete the full project, points earned for those individual steps will not be counted toward your final grade and you could earn a grade of D in the class. **You are required to complete the entire project before prior points on individual project steps will be counted toward your final grade.**
4. During multi-step projects, D2L grades will be shown for each step of the project. Those point values will be counted toward your final grade only if you complete the entire project. If you don’t complete the entire project the point values for earlier steps will be removed and will not count toward your final grade. The D2L points for individual steps are temporary and can be removed if you don’t hand in the complete project by the end of the semester.
5. **Timeliness of handing in project steps is important. Project steps handed in more than 4 hours late will lose 20% of the available points per day it is late (weekends not included).** No points will be given if a project step is handed in more than five working days late, but the student can continue with the project and earn points on later steps and the final project. The professor reserves the right to take individual student issues into consideration, so if you are having health or other issues, be sure to contact the professor via email before the due date.
6. Listening and responding to critiques is an important aspect of any artistic project and is part of the GEP-Arts Learning Outcomes. Watch for professor feedback on project steps in D2L. This feedback will help you improve your project as you continue the project development. **You are expected to show you have listened to this feedback by handing in an improved version of the step in question *and* incorporating that improvement in the final project.**
7. **If you choose not to improve one step of one project based on the professor’s feedback, the professor is no longer required to give feedback or give you a second chance to improve your project.** The points granted for future steps and future projects will be based directly on your first attempt and you forfeit the chance to improve point values for individual steps or final projects.

### **The breakdown of final semester grades is as follows**

A	= 94-100% of all possible points you can earn in the class
A-	= 90-93.99%
B+	= 87-89.99%
B	= 84-86.99%
B-	= 81-83.99%
C+	= 78-80.99%
C	= 75-77.99%
C-	= 72-74.99%
D+	= 70-71.99%
D	= 68-69.99%
F	= <68%

### **The Role of the Professor**

My role as your professor in this class is one of coach and mentor. Skills will be taught and practiced in class, and important concepts will be integrated into web and digital media projects. I am committed to helping every student succeed in this class.

### **The Role of the Student**

As a student in this class, you are expected to be an **active learner**.

- You are encouraged to try new techniques with the software, make mistakes, get lost, and need help. Approach each program with a sense of play. Your professor will help you get back on track if needed.
- You are expected to experiment with the software, explore the programs, and try to understand how the software “thinks.” If you are familiar with the material being taught during class, you are expected to go online during class and do tutorials that expand your ability to use the software.
- You are expected to do online tutorials when assigned, and then apply that knowledge to real world industrial projects.
- You are strongly encouraged to ask as many questions as needed to understand the programs. You are also expected to write down the answers and refer to those notes in the future.

### **Lynda.com**

As a UWSP student, you are granted free access to Lynda.com. While specific tutorials will be assigned in class, you are encouraged to watch as many tutorials as you like on this website. There is no restriction to how many you can watch.

### **Attendance**

Students are expected to attend class. Students who miss class must obtain notes from fellow students. Because this is a hands-on class, it is impossible for the professor to repeat full classes for students who don't attend class. Information on the Attendance Policy can be found at <http://www.uwsp.edu/regrec/Pages/Attendance-Roster.aspx>.

### **Final Exam**

The final exam for this class is Tuesday, December 20<sup>th</sup> from 12:30-2:30 p.m. in A224 Science, our regular classroom.

### **In an Emergency:**

- In the event of a medical emergency, call 911 or use red emergency phone located to the right of the pendulum in the 2nd floor hallway of the Science Building. Offer assistance if trained and willing to do so. Guide emergency responders to victim.
- In the event of a tornado warning, proceed to the lowest level interior room without window exposure on the first floor lavatory in the Science Building. If time or space do not allow, go to A224 or A225 Science Building or remain in the hallways around those classrooms. See <http://www.uwsp.edu/rmgt/Pages/em/procedures/other/floor-plans.aspx> for floor plans showing severe weather shelters on campus. Avoid wide-span rooms and buildings.

- In the event of a fire alarm, evacuate the building in a calm manner. Meet at the far end of the new Science Building, directly across from the medical center. Notify instructor or emergency command personnel of any missing individuals.
- Active Shooter – Run/Escape, Hide, Fight. If trapped hide, lock doors, turn off lights, spread out and remain quiet. Follow instructions of emergency responders.
- Watch the Active Shooter video at:  
<https://campus.uwsp.edu/sites/rmgt/campus/SitePages/Shots%20Fired%20-%20Lightning%20Strikes.aspx>
- Watch the Preventing Violence video at:  
<https://campus.uwsp.edu/sites/rmgt/campus/SitePages/Flashpoint%20on%20Campus.aspx>
- See UW-Stevens Point Emergency Management Plan at [www.uwsp.edu/rmgt](http://www.uwsp.edu/rmgt) for details on all emergency response at UW-Stevens Point.

#### **Student Rights and Responsibilities:**

UWSP has specific guidelines regarding student rights and responsibilities in class and on campus explained at <http://www.uwsp.edu/dos/Pages/Academic-Misconduct.aspx> . Student academic standards and disciplinary procedures are explained at <http://www.uwsp.edu/dos/Documents/CommunityRights.pdf#page=11> .

#### **Disability Services**

For information on **accommodations** available to students with disabilities, visit the Office of Disability Services in room 609 Learning Resource Center (715-346-3365) or their website: <http://www.uwsp.edu/disability/Pages/default.aspx>.

