



# Broward Community College

## Course Outline

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**STATUS: A**

**COMMON COURSE NUMBER:** GRA 1131C

**COURSE TITLE:** Applied Graphic Design for Multimedia

**CREDIT HOURS:** 3

**CONTACT HOURS BREAKDOWN:**

**Lecture/Discussion** 48

**Lab**

**Other**

**Contact Hours/Week** 3

**CATALOG COURSE DESCRIPTION:**

Prerequisite: OST 1831

Corequisite:

This course will give the student an introduction to graphic design for computer screen. Students will use digital image editing software to create effective computer screen design elements. Color theory and visual communication is introduced emphasizing color as it relates to non-print display, calibration, pixel properties, light mixing, additive vs. subtractive color theory. Digital image editing activities include selecting and creating shapes, and using painting techniques.

General Education Requirements - Associate of Arts Degree, meets Area(s):

General Education Requirements - Associate in Science Degree, meets Area(s):

**UNIT TITLES:**

- 1. Create and edit on-screen images.**
- 2. Color theory.**
- 3. Resolution and Conversion.**
- 4. Create sequential screen designs for a multimedia project.**

**LAST REVIEW Academic Year 2006-07 NEXT REVIEW Academic Year 2011-12**

*Interim Revision Dates:*

## **I. Course Overview:**

Upon successful completion of this course, the students should be able to study graphic design to create computer screens. Using digital editing software, students will work with color with graphic techniques to create visually aesthetic screens for multimedia projects.

## **II. Units:**

### **Unit 1. Create and Edit On-screen Images**

General Outcome:

1.0 The students should be able to create and edit onscreen images.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 1.1 Open and use tools in graphic software.
- 1.2 Use paint/editing modes.
- 1.3 Use type tool.
- 1.4 Use paintbrush tool.
- 1.5 Use fill tool.
- 1.6 Create masks and channels.
- 1.7 Define patterns.
- 1.8 Create layers and levels.

## **Unit 2. Color Theory**

General Outcome:

- 2.0 The students should be able to demonstrate good color use in creating graphics and screens for multimedia projects.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 2.1 Create graphics with duotone color.
- 2.2 Use custom index palette.
- 2.3 Make selections based on patterns.
- 2.4 Use saturation to enhance graphics.
- 2.5 Use feather command to enhance graphics.
- 2.6 Create aliased and anti-aliased graphics.
- 2.7 Demonstrate good color depth in graphics.
- 2.8 Create continuous-tone images, index images, and custom palettes.

## **Unit 3. Resolution and Conversion**

General Outcome:

- 3.0 The students should be able to select correct resolution for on-screen graphics and convert images to appropriate resolution.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 3.1 Define resolution.
- 3.2 Define on-line file formats.
- 3.3 Convert files for on-line use.
- 3.4 Break large files into tiles for on-line use.
- 3.5 Use appropriate resolution to create graphics for onscreen multimedia projects.
- 3.6 Design graphics with appropriate screen redraw speed and correct color palette control.
- 3.7 Solve palette control issues when moving graphics to authoring software.
- 3.8 Import and export files correctly.

## **Unit 4. Create Sequential Screen Designs for a Multimedia Project**

General Outcome:

- 4.0 The students should be able to create sequential screen designs for a multimedia project.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 4.1 Create composite images.
- 4.2 Create 3-D illusions using special effects.
- 4.3 Create composite still images into animation.
- 4.4 Create typographic elements for screen design.
- 4.5 Create collages from scanned, video frame-grabbing, and digital photo-collage.
- 4.6 Create graphics and screens with a theme for a multimedia project.

## **Unit 5. Create a Prototype**

General Outcome:

- 5.0 The students should be able to create a prototype design for a multimedia project.

Specific Learning Outcomes:

Upon successful completion of this unit, the students should be able to:

- 5.1 Analyze successful designs for multimedia.
- 5.2 Create a prototype design for a multimedia project.
- 5.3 Read professional journals and magazines to see successful design.
- 5.4 Evaluate the prototype design.
- 5.5 Participate in classroom critiques of prototypes.
- 5.6 Research jobs available in the field.
- 5.7 Remain technically current.
- 5.8 Network with local professionals in the field.