



BROWARD COLLEGE COURSE OUTLINE

LAST REVIEW: 2008-2009 **NEXT REVIEW:** 2013-2014

STATUS: A

COURSE TITLE: Presentation Graphics

COMMON COURSE NUMBER: OST 2826C

CREDIT HOURS: 3

CONTACT HOUR BREAKDOWN

(per 16 week term)

CLOCK HOURS:

(Voc. Course ONLY)

Lecture: 48

Lab: 3

Clinic:

Other:

PREREQUISITE(S): OST 1831

COREQUISITE(S): NONE

COURSE DESCRIPTION: This course provides hands-on applications using graphics and presentation software; Adobe Illustrator . Through transformation of typography and graphic clip art, students will create electronic printed documents. Laboratory hours are required in addition to scheduled course hours.

General Education Requirements – Associate of Arts Degree (AA), meets Area(s): Area
General Education Requirements – Associate in Science Degree (AS), meets Area(s): Area
General Education Requirements – Associate in Applied Science Degree (AAS), meets Area(s): Area

UNIT TITLES

1. Artistic Text
2. Enhancing Artistic Text
3. Clip Art
4. Transforming Text
5. Lines and Curves
6. Fills and Outlines
7. Paint & Draw

EVALUATION:

Students may be evaluated using a combination of the following:
Quizzes, Exams, Tests, Performance in state, regional, and local competitions, Presentations, Portfolios, Discussions, Class Participation, Attendance, Projects, Co-ops, Internships, Practicums, Externships, and Research Reports.

**** Complete the following only if course is seeking general education status ****

GENERAL EDUCATION Competencies and Skills *:

Please highlight in **green** font all Competencies/Skills from the list below that apply to this course. In the box to the right of the Competency/Skill, enter all specific learning outcome numbers (i.e. 1.1, 2.7, 5.12) that apply.

1. Read with critical comprehension	
2. Speak and listen effectively	
3. Write clearly and coherently	
4. Think creatively, logically, critically, and reflectively (analyze, synthesize, apply, and evaluate)	
5. Demonstrate and apply literacy in its various forms: (highlight in green ALL that apply) (1. technological, 2. informational, 3. mathematical, 4. scientific, 5. cultural, 6. historical, 7. aesthetic and/or 8. environmental)	
6. Apply problem solving techniques to real-world experiences	
7. Apply methods of scientific inquiry	
8. Demonstrate an understanding of the physical and biological environment and how it is impacted by human beings	
9. Demonstrate an understanding of and appreciation for human diversities and commonalities	
10. Collaborate with others to achieve common goals.	
11. Research, synthesize and produce original work	
12. Practice ethical behavior	
13. Demonstrate self-direction and self motivation	
14. Assume responsibility for and understand the impact of personal behaviors on self and society	
15. Contribute to the welfare of the community	

** General Education Competencies and Skills endorsed by '05-'06 General Education Task Force*

UNITS**Unit 1. Artistic Text****General Outcome:**

The students should be able to open the software program and use the tools to create text.

Specific Learning Outcomes:

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

- 1.1 Open software.
- 1.2 Point to tools.
- 1.3 Select text tool.
- 1.4 Enter text.
- 1.5 Select text.
- 1.6 Select tools.
- 1.7 Select outline and fills to change text.
- 1.8 Save the file.
- 1.9 Print the file.

Unit 2. Enhancing Artistic Text**General Outcome:**

The students should be able to use specific techniques to enhance text.

Specific Learning Outcomes:

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

- 2.1 Kern text.
- 2.2 Align text.
- 2.3 Group text.
- 2.4 Use envelopes for artistic text.
- 2.5 Convert text to curves.
- 2.6 Reshape text.
- 2.7 Move text.
- 2.8 Blend text.

Unit 3. Clip Art

General Outcome:

The students should be able to open and manipulate clip art.

Specific Learning Outcomes:

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

- 3.1 Open a drawing.
- 3.2 Import a drawing.
- 3.3 Scale and size clip art.
- 3.4 Add text to drawing.
- 3.5 Save and print the drawing.

Unit 4. Transforming Text

General Outcome:

The students should be able to use specific techniques to transform text.

Specific Learning Outcomes:

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

- 4.1 Rotate and skew text and objects.
- 4.2 Create a mirror or shadow effect.
- 4.3 Use the repeat command to repeat text.
- 4.4 Create paragraph text.
 - 4.4.1 Rotate paragraph text.
 - 4.4.2 Skew paragraph text.
- 4.5 Create wedge and arc shapes.
- 4.6 Rotate a group of objects.
- 4.7 Add perspective to an object.
 - 4.7.1 Change a perspective.
 - 4.7.2 Remove a perspective.
- 4.8 Apply extrusion.
- 4.9 Fit text to path.
- 4.10 Convert text to a curve

Unit 5. Lines and Curves

General Outcome:

The students should be able to use lines and curves while creating graphics.

Specific Learning Outcomes:

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

- 5.1 Draw lines and curves in Freehand mode.
- 5.2 Draw lines and curves in Bezier mode.
- 5.3 Draw a closed curve.
- 5.4 Change the type of node and segment.
- 5.5 Shape a curve.
- 5.6 Convert lines to a curve.
- 5.7 Fit text to a curve.
- 5.8 Edit nodes.

Unit 6. Fills and Outlines

General Outcome:

The students should be able to use fills and outlines while creating graphics.

Specific Learning Outcomes:

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

- 6.1 Use process fill color.
- 6.2 Use spot fill color.
- 6.3 Use fountain fill.
- 6.4 Use two-color fill patterns.
- 6.5 Use full-color fill patterns.
- 6.6 Create patterns with:
 - 6.6.1 Two-color, and
 - 6.6.2 Full-color.
- 6.7 Change line style and line cap.
- 6.8 Use arrowheads for a line.

Unit 7. Paint and Draw

General Outcome:

The students should be able to use paint to create and edit a picture.

Specific Learning Outcomes:

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

- 7.1 Create a color picture.
- 7.2 Display and use paint tools.
- 7.3 Adjust tools.
- 7.4 Apply filters to scanned photographs.
- 7.5 Save and print a picture.