

Byng High School

Desktop Publishing II

Syllabus

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Course Number:	8150 (OK Promise Approved)
Course Title:	Multimedia & Image Management Techniques
Pre-requisite:	Fundamentals of Technology Fundamentals of Web Design
College Credit:	Computer Science/Computer Technology Credit
Career Cluster/Pathway:	Information Technology/Web and Digital Communications
Career Majors:	Desktop Publisher/Graphic Designer

Course Description:

Students will acquire fundamental skills in image creation and management procedures and techniques as they create, revise, optimize, and export graphics for video, print, and web publishing.

Specific Learning Competencies - *Upon successful completion of this course, the student will be able to:*

1. Identify differences in platforms, browsers, display settings, etc., and related issues.
2. Use scanning software and scanning devices to properly scan reflective and transparent mediums.
3. Demonstrate basic design procedures using photo-editing software that include photo enhancement, correction, restoration, and manipulation.
4. Understand and employ design and color principles while creating visually appealing graphic images.
5. Manipulate, troubleshoot, compress, publish and export graphics and/or animations.
6. Apply appropriate techniques for web and print publishing.
7. Demonstrate sensitivity in communicating with a diverse workforce.
8. Understand legal and ethical issues in the IT field.
9. Prepare visual design specifications and evaluate visual appeal.
10. Demonstrate proficiency in the use of digital imaging techniques and equipment.
11. Select and utilize appropriate software and hardware tools.
12. Produce or acquire graphics, animation, audio, and/or video content.

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13. If using Adobe Photoshop for image editing, apply the following features appropriately: color, efficiency and automation, file management, filters and effects, image properties, layers, masks and channels, text tools, and user interface.
14. If using Fireworks for image editing, apply the following features appropriately: animation, commands, effects, setup, web images, behaviors, drawing tools, exporting, and tools.
15. If using Adobe Illustrator for vector graphics, apply the following software features appropriately: automation and customization, compiling objects, interaction with web and other applications, type tools, color, objects and shapes, interface, and enhancing artwork.
16. Create and manipulate original digital images using the features of vector graphics software.

Methods of Instruction:

Lectures, class discussions, hands-on-training, demonstrations, projects and performance evaluation.

Evaluation/Grading System:

Assignments	25 points
Projects	50 points
Weekly Participation Grade	10 points
Test/Quizzes	50 to 100 points

Grading Scale:

90-100	A
80-89	B
70-79	C
60-69	D
0-59	F

Required Testing: Brainbench: (select one) Adobe Photoshop or Adobe Illustrator

Course Textbooks and Instructional Resources:

- Computers with Office 2010
- Digital Multimedia, Cengage Learning
- Revealed, The Design Collection
 - Adobe Photoshop CS5
 - Adobe Illustrator CS5
- www.sway.com