

# 2D

2-Dimensional design

**VC&D 1430** (#87366)

**Credits: 3**

**Cuyahoga Community College**

Western Campus

Business & Technology Unit

Fall Semester - 2011

Wednesdays: 6:00 PM - 9:50PM

Room: C115A

**Instructor** [joe moore] **p** [216.214.0843] **e** [joe@jemart.com] **available after class or by appointment**

**COURSE DESCRIPTION** [Lecture Hours: 2, Lab Hours 2 ]

Technical and aesthetic fundamentals in the creation of two-dimensional Designs for print, interactive, broadcast and other media utilizing industry standard 2D graphics and design applications.

**COURSE PREREQUISITE(S)**

VC&D-1015 Digital Studio Basics or concurrent enrollment

**COURSE PERFORMANCE OBJECTIVES**

Upon satisfactory completion of VC&D 1430 - 2D Design, the student should be able to perform the following outcomes and supporting objectives:

- [A] Create 2D designs and compositions utilizing multiple applications, resources and techniques.
  1. Explain terminology, characteristics, styles and applications of 2D design for various markets.
  2. Describe, identify, and demonstrate knowledge of tools, materials, techniques, and methods in the creation of 2D designs and visuals.
  3. Describe advantages and disadvantages of resolution dependant and resolution independent content creation tools.
  4. Discuss the creation of 2D designs using the elements and principles of design.
  5. Apply skills, techniques and procedures for the creation of 2D designs utilizing appropriate Raster and Vector applications.
  
- [B] Apply techniques using industry standard tools to create projects from various industry perspectives to complete jobs which meet user, client goals.
  1. Identify and assess audience, user, client and project needs.
  2. Identify and utilize resources, references, trends, and styles.
  3. Analyze objectives, purpose, content, style, and message in the creation of 2D designs.
  4. Develop and implement designs to satisfy class project goals.
  5. Research timeline, budget and production considerations for various media applications.
  6. Apply integration of 2D designs, graphics and text in the creation of layouts, interface and compositions that demonstrate effective use of the elements and principles of design.
  7. Present work in a class portfolio.

**TEXTBOOK/INSTRUCTIONAL MATERIALS**

Media Storage Device: Flash Drive, Portable Hard drive, CD/DVD's etc

Tracing Paper: 9" x 12" Tablet

Mounting/Presentation Materials: As needed per individual projects.

**ATTENDANCE**

Regular class attendance is required and extremely important if competency in the subject is expected. If a class is missed it will be the students responsibility to obtain any missed lecture notes and or handouts. 3 missed classes in a row may result in automatic failure. Contact the instructor if unusual circumstances warrant. Each classes attendance will be assigned a point value and count for a minimum of 25% of the overall grade.

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## WITHDRAWAL

Students may withdraw from any semester course prior to the end of the twelfth week of the full term, or 80 percent of any instructional part of term. Specific withdrawal dates are available by term in the Campus Admissions and Records Offices or published in the schedule of courses. Up to the last day of the twelfth week of the semester, a student may withdraw from a course(s) for any reason. Withdrawal from a course prior to the last day of the second week of the semester will have no notation made in permanent records-- withdrawal thereafter will be noted with a "W."

If a student misses class time for the equivalent of one week of instruction, an instructor has the option to withdraw the student for excessive absence. The instructor may elect not to exercise this option, however, and it is the student's responsibility to make sure that an official withdrawal takes place.

All transactions involving withdrawal from courses shall be done in writing and on forms provided by the college. A student's failure to attend classes shall not constitute an official withdrawal.

**The last withdrawal date for this course with a "W" grade is NOVEMBER 23, 2011**

## COMPUTER USE:

- Students are not to use computer during demo's or lectures unless instructed
- Students are not permitted to change any settings on computers
- ABSOLUTLY NO FOOD or BEVERAGE will be permitted in room
- Students are not to copy fonts or software from computers
- Students are not permitted to access the internet unless otherwise instructed

## DEMO'S AND LECTURES:

- Students are asked to view all demonstrations and not use computers during this time
- Note taking is encouraged/recommended
- Cell phones MUST be turned OFF. No texting or calls permitted in class.

## HOMEWORK:

Out of class project work as assigned or needed.

## TESTING:

- Quizzes may be given at the instructors discretion
- A written MidTerm exam may be given at/or around the mid point of the semester

## GRADING STRUCTURE

(A separate document will be provided with a break down of each assignments value)

91 - 100	=	A
81 - 90	=	B
71 - 80	=	C
61 - 70	=	D
60 - 0	=	F

## LATE ASSIGNMENTS AND MISSED EXAMS OR QUIZZES:

Late homework assignments may be turned in only following an absence. It is the students responsibility to obtain missed assignments. Projects are due on dates indicated on syllabus or as announced by the instructor. A project may be turned in late the following class period ONLY, at a reduction of one letter grade(10%). Late projects will NOT be accepted past one week from due date, resulting in a ZERO for a grade. If a scheduled exam is missed it is the students responsibility to arrange a make-up time by the end of the following class period. Pop quizzes will not be eligible for make-up.