

Guidelines for waiving or testing out of computer graphics courses (v. 1.1, 9.1.04)

Art 120 Computer Graphics for Art and Design (4 credits)

The foundation computer graphics course for all graphic design majors is Art 120 Computer Graphics for Art and Design. This course is described as follows:

Introduction to computer graphics as a technical and creative medium for art and design. Concurrent enrollment in lecture, lab, and studio is required. Lectures introduce concepts of vector and raster graphics, including digital type, image and device resolution, electronic color theory, file formats, and digital print technologies. Labs assist with fluency in computer graphics applications. Studios apply concepts and applications to creative projects. Prerequisites: Art 115, 116.

In order to test out of this course, two criteria must be met:

1. competence in both Adobe Photoshop and Adobe Illustrator, as demonstrated in significant creative projects,
2. comprehension of computer graphics theory in the areas of pixel graphics, vector graphics, digital type technologies, digital color theory, image and device resolution, principles of offset print production, and computer graphics project workflow. This comprehension is demonstrated by students in Art 120 through two tests.

To evaluate your competence and comprehension in these areas, you must meet with the department's computer graphics adviser, who will review the following:

1. **Transcripts** showing relevant courses in computer graphics you have already taken at a community college or 4-year university. While the content of these courses may not align exactly with ours, your adviser will look at which areas they covered, how many hours they met, and what kinds of projects were completed.
2. A **portfolio** of creative projects completed in both Adobe Photoshop and Adobe Illustrator. This portfolio should include graphic, photographic, and typographic work. Among the many possible types of projects that could show your experience might be logo designs, identity systems, book covers, publication layouts, illustrations, and photographic compositions. Projects may be viewed in print or on screen. It is highly recommended to have both printed work and their digital source files to look at and discuss. A digital portfolio developed in either .pdf format or as a web site would be a significant advantage in demonstrating your knowledge and experience.
3. A brief **oral examination** of your knowledge of computer graphics concepts related to the topics listed above. At the end of this document is a list of required readings and a study guide for these topics that students use in Art 120. You may use these readings and study guide to prepare for this oral exam.

Your computer graphics adviser will then recommend one of the following:

1. Based on all the evidence listed above, you have completed all the objectives of Art 120, so the department should waive your requirement to complete Art 120.

2. Since you have accomplished some, but not all, of the objectives of Art 120, you should take specific actions to complete these objectives. For example, you may be able to demonstrate competence with both Adobe Illustrator and Adobe Photoshop through your portfolio. At the same time, your in-depth understanding of digital color theory or image resolution may be insufficient. In this case, your adviser will recommend that you obtain the required readings and study guide for Art 120 and take the examination to pass this part of the course.
3. Your previous experience is insufficient to waive or test out of Art 120. Take the course.

Waiving Art 200 Digital Page Design I and Art 210 Digital Imaging and Illustration I

At your request, your adviser will also review the same type of evidence for the next two courses in our foundation computer graphics series, Art 200 Page Design I (4 credits) and Art 210 Digital Imaging and Illustration I (4 credits), and make the same types of recommendations.

To waive these courses, the quality and variety of projects shown in your portfolio is the highest priority. Your portfolio must address the objectives for each of these courses by demonstrating competence in page layout, typography, illustration, photoillustration, color correction, digital portfolios, and project management. Any work you have actually taken to press, either as a freelance designer or as part of a design/production team, would be excellent projects to show.

Waiving Art 341 Interactive Media I and Art 342 Interactive Media II

At your request, your adviser will also review your accomplishments in the area of interactive media to determine if the department can waive either or both Art 341 and 342. As these are upper-division courses, it is most unlikely we will waive these courses except in cases where students demonstrate a professional background in web design with a significant portfolio of site development.

To waive Art 341 Interactive Media I, you should be able to show and discuss at least one significant web site you have produced and demonstrate your knowledge and experience with principles of information architecture, navigation design, and visual interface design.

Preparing to meet with your adviser

Please bring your transcripts, print portfolio, discs, and any other relevant materials. A typical meeting will require an hour. Your adviser will provide written documentation of his/her recommendations that you can bring to the department's Academic Advising Coordinator or the Department Office.

If you have any questions regarding this process or you wish to make an appointment to review your computer graphics experience, please contact Daniel Pirofsky, the department's computer graphics adviser, by e-mail at pirofskyd@pdx.edu or by voice mail at 503.725.8247.

Thank you.

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