DEREE COLLEGE SYLLABUS FOR:

CS 2191 DESIGNING CREATIVE GRAPHICS WITH CORELDRAW   **2/2/2**
(Updated Summer 2002)

PREREQUISITES: CS 1070 Introduction to Information Systems

CATALOG
DESCRIPTION: CorelDraw's purpose and target market, working environment and tools. Introduction to color theory, color management, commercial printing concepts and topics on electronic typography. Introduction to vector graphics, vector vs. bitmap graphics, scanning principles, media management and integration. Illustration and design techniques and studio techniques for artistic content creation (print, TV, Web).

RATIONALE: CorelDRAW is a powerful graphics tool used everyday by most professionals to do their job. The course is intended for CIS majors who want to be exposed to the graphics industry and its media-creation tools. For that reason, it can be used as preparation course for students contemplating taking a course like CS 2271 Interactive Multimedia Systems. However, it is not limited to those students only, since it is an excellent preparation course for Marketing Management majors, especially those interested in creative advertising and corporate media courses. The course does not duplicate or overlap with any other course in the curriculum.

OBJECTIVES: As a result of taking this course the student should be able to:
1. Be familiar with the program's interface and environment.
2. Know the similarities and differences between and usability of vector and bitmap graphics.
3. Use most of the program's functions and tools, so that he or she can analyze a given task and choose the best available tool at his or her disposal.
4. Know what a color model is and what it isn't and describe the differences and similarities between them.
5. Harvest the powerful special effects of the program to perform specific tasks more simply done or not done at all with other programs.
6. Expose himself or herself to the different commercial printing techniques and be able to identify their differences and their potential market applications.
7. Be familiar with the different industry standard import and export filters needed to do a job effectively and efficiently.
8. Expose himself or herself to real case projects and techniques and learn how professional studio artists deal with them using CorelDRAW.

LEARNING
ACTIVITIES: The course will be conducted through lectures, case-study programs, and creative workshop projects. Students will be trained using the CIS labs resources and learning facilities.

EVALUATION: The student's grade will be based on his performance on:
1. A mid-term examination, testing objectives 1 through 4	30%
2. Effective participation and homework assignments	10%
3. One software project	30%
4. A final examination, testing objectives 1 through 8	30%

REQUIRED MATERIAL: TEXTBOOK:
Bain, Steve and Anthony Celeste. <u>CorelDRAW 10: The Official Guide</u>, Osborne / McGraw-Hill, latest edition, ISBN 0-07-213014-8.

LIBRARY REFERENCES:
<u>Mastering CorelDRAW 7</u>; Sybex, latest edition, ISBN 0-7821-2058-X

OTHER REFERENCES:
Michael Kieran. <u>Understanding Desktop Color</u>, chapter 8, <u>Color Drawing</u>; Peachpit Press, 2nd edition 1994, ISBN 1-56609-164-0.
Michael Kieran. <u>Understanding Desktop Color</u>, Chapter 1, <u>Color Models</u>; Peachpit Press, 2nd edition 1994, ISBN 1-56609-164-0.
Michael Kieran. <u>Understanding Desktop Color</u>, chapter 2, <u>Color Reproduction</u>; Peachpit Press, 2nd edition 1994, ISBN 1-56609-164-0.
<u>Halftones & Scanning</u>, Adobe Corp. 1997 (Technical White Paper)

WWW RESOURCES: www.Corelmag.com   (The official site of Corel Magazine.)
www.Corel.com (The official site of Corel Corp.)
www.Adobe.com (The official site of Adobe Systems Incorporated)
www.Adobemag.com (The official site of Adobe Magazine)

COMMUNICATIONS
REQUIREMENTS: Use of word processing, presentation graphics

CONTENT OUTLINE:

1. **Theoretical part**
    1.1. PART I - VECTOR GRAPHICS
        1.1.1. Introduction to Vector Graphics and Postscript
        1.1.2. Vector Graphics vs Bitmap Graphics
        1.1.3. Advantages and Disadvantages of Each Graphics Format
    1.2. PART II - COLOR
        1.2.1. Introduction to Vision and Color
        1.2.2. Color Theory and Color Models
        1.2.3. RGB, HSB, CMY, CMYK, and L*a*b, Color Spaces
        1.2.4. Spot Color Systems (Pantone, Truematch)
        1.2.5. Color Management Process (Calibration)
        1.2.6. Reproducing Color in the Printing Industry (Off-Set Lithography, Flexography, Silk-Screening)
        1.2.7. Halftones and Scanning (Digital Halftones, Four Color Plates, Crop-Marking and Registration)
    1.3. PART III - EXPORTING & IMPORTING FILTERS
        1.3.1. File Formats (EPS, AI\EPS, WMF, CDR, BMP, TIF, JPG, GIF)
        1.3.2. Font Technologies and Font Substitution (PANOSE)
2. **Lab applied work**
    2.1. PART I - THE BASICS
        2.1.1. Using the Menus, Standard Toolbar, Property Bar, and Dialog Boxes
        2.1.2. Drawing Rectangles, Ellipses, Polygons, Stars, Spirals, and Graph Paper
        2.1.3. Drawing Lines of all Shapes and Sizes
        2.1.4. Creating and Manipulating Text
        2.1.5. Selecting and Transforming Objects
        2.1.6. Shaping Objects
        2.1.7. Filing Objects