

**PALOMAR COLLEGE**  
**COURSE OUTLINE OF RECORD FOR**  
**DEGREE CREDIT COURSE**

X Transfer Course X A.A. Degree applicable course  
(check all that apply)

**COURSE NUMBER AND TITLE:** GC 154 Preparing Web Graphics

**UNIT VALUE:** 1.0

**MINIMUM NUMBER OF SEMESTER HOURS:** 32 hours

**BASIC SKILLS REQUIREMENTS:** appropriate language and computational skills

**ENTRANCE REQUIREMENTS**

**PREREQUISITE:** none

**COREQUISITE:** none

**RECOMMENDED PREPARATION:**

GC 140 / RGC 140 Digital Imaging / Photoshop I  
And/or GC 152 / RGC 152 Desktop Publishing/Illustrator  
And/or GC 202 / RGC 202 Web Page Layout I

**SCOPE OF COURSE:**

Hands-on course to produce optimized graphics for the Web with applications such as Adobe's ImageReady or Macromedia's Fireworks, cross-platform production environments: edit bitmap and vector graphics; format text; select Web-safe color; simple animation; generate HTML and JavaScript automatically; integrate with other Web production applications. May be taken four times. CSU

**SPECIFIC COURSE OBJECTIVES:**

1. Produce optimized Web graphics incorporating text and graphic elements.
2. Apply Graphical User Interface (GUI) standards to Web site project.
3. Interface with other software products.
4. Design a graphic Web page.
5. Produce various graphics, *e.g.*, text, objects, paths, effects, animation, simple slices, links, etc.
6. Participate in a work group.
7. Prepare for web publishing using HTML, etc.
8. Identify Web resources for graphics.
9. Conduct case studies on existing published sites.

## 10. Generate HTML and JavaScript.

### **CONTENT IN TERMS OF SPECIFIC BODY OF KNOWLEDGE:**

- 1) Produce optimized Web graphics incorporating text and graphic elements.
  - a) Enter text.
  - b) Edit text.
  - c) Apply strokes, fills, effects and styles to text.
  - d) Attach text to a path.
  - e) Transform text.
  - f) Import text.
- 2) Apply GUI standards to Web site project.
  - a) Design appropriate messages for medium and audience.
  - b) Plan for site architecture and navigation in a GUI.
  - c) Select cross-platform Web-safe colors.
- 3) Interface with other software products.
  - a) Import scanned graphics.
  - b) Import from digital cameras.
  - c) Import from Photoshop, Illustrator, Word, etc.
  - d) Insert Fireworks graphics in Dreamweaver, etc.
- 4) Design a graphic Web page.
  - a) Plan a Web Page.
  - b) Slice and optimize the graphics.
  - c) Export the page.
  - d) Copy and paste HTML into Dreamweaver document.
  - e) Export HTML.
- 5) Produce various graphics, *e.g.*, text, objects, paths, effects, animation, links, etc.
  - a) Enter text; edit text; apply strokes, fills, effects and styles to text; attach text to a path; transform text; import text.
  - b) Create objects with the Path tool: shapes, pen, brush, pencil.
  - c) Edit objects: move, duplicate, transform, reshape, combine, and align.
  - d) Fill objects: basic, dither, gradient, patterns, textures, transparency, masks, blends.
  - e) Set stroke attributes.
  - f) Apply third party filters (plug-ins).
  - g) Produce simple buttons.
  - h) Produce simple animations.
  - i) Produce simple slices.
  - j) Switch between vector and pixel image editing modes.
  - k) Optimize graphics for best compression/quality/download times.
- 6) Participate in a work group.
  - a) Plan a project in a group.
  - b) Document a group project.
  - c) Implement a group project.
  - d) Present a group project.
- 7) Prepare for web publishing using HTML, etc.
  - a) Automate repetitive tasks: find, replace, styles, etc.
  - b) Select appropriate formats/extensions: png, jpg, gif, etc.
  - c) Preview graphics in Web browsers.
  - d) Post graphics on the World Wide Web.
- 8) Identify Web resources for graphics.
  - a) Identify clip art resources.
  - b) Identify royalty-free resources.
  - c) Identify stock photo resources.
- 9) Conduct case studies on existing published sites.

- a) Evaluate graphics on the World Wide Web according to established standards.
  - b) Identify the trendsetters and leaders in Web graphics.
- 10) Generate HTML and JavaScript.
- a) Export graphic with HTML tags.
  - b) Export graphic with JavaScript.
  - c) Identify proper navigation and directory structure for site.

**REQUIRED READING:** none

**SUGGESTED READING:**

*Fireworks MX for Windows and Mac, Visual Quickstart Guide*  
 by Sandee Cohen, Peachpit Press  
 \$19.99 ISBN 0-201-79479-9

*Fireworks MX Bible*  
 by Joseph W. Lowery, Derren Whiteman (Contributor), Wiley  
 \$44.99 ISBN 0-7645-3662-1

or equivalent texts, depending upon the software application being taught

**REQUIRED WRITING:**

Project write-up (description of purpose, specification of hardware/software, fonts, techniques, etc.)

**OUTSIDE ASSIGNMENTS:**

**Students are expected to spend a minimum of three hours per unit per week in class and on outside assignments, prorated for short-term classes.**

Students are expected to study the text books, prepare for exams, and prepare assignments.

**INSTRUCTIONAL METHODOLOGY:**

**Check all that apply:**

- lecture
- laboratory
- lecture-laboratory combination
- directed study

**DISTANCE LEARNING:**

**This course may be offered as a distance learning course and meets Title 5 regulations 55370, 55372, 55374, 55376, 55378, and 55380.**

Yes  No

**If yes, check all that apply:**

- Television Course (Video one-way, e.g. ITV, video cassette, etc.)
- Online Course (Text one-way, e.g. newspaper, correspondence, electronic file, etc.)
- Two-Way Video Conferencing (Two-way interactive video and audio)
- One-Way Video Conferencing (One-way interactive video and two-way interactive audio)
- Computer Assisted Instruction (A specialized form of mediated instruction relying primarily on student access to information and prepared lessons or teaching materials through a computer terminal, but not under immediate supervision of a qualified instructor.)

**GRADING POLICY AND STANDARDS** (include methods of determining whether the stated objectives have been met by students):

- 30% Tutorials
- 60% Projects
- 10% Simulation/Exams

- A 90 - 100%
- B 80 - 89%
- C 70 - 79%
- D 60 - 69%
- F Below 60%

**IS COURSE REPEATABLE FOR REASON(S) OTHER THAN DEFICIENT GRADE?**

Yes  No  Number of times course may be taken for credit: 4

If yes, identify specific provision of Title 5 Division 2 section(s), 55761-55763 and 58161 which qualifies course as repeatable:

58161 (d) (2) (A)

**CONTACT PERSON:** Lillian Payn (x3082)

**SIGNATURES ON FILE:**