DSGN 141 Computer Culture l

Description: This course provides an overview of the role of the computer within the subject of creativity. The course content introduces extensive knowledge and skills on the use of vector-based graphics software and industry-leading layout design software for print and digital multimedia. *(Prerequisite: None)*

Course Learning Outcomes:

By the end of the course, students will be able to:

1. Produce vector-based designs for web or print, and to combine illustrations and text to create any form of printed publication.
2. Solve vector-based designs creatively by combining innovative approaches, skills, and techniques.
3. Use industry standard multimedia design software to develop vector-based projects and publications.
4. Identify, create, edit, and display different types of digital file formats in vector graphics and text.

Textbook & Course Materials:

- *Adobe Illustrator Classroom in a Book (2021 release), 1st Edition, by Brain Wood*
- *Adobe InDesign Classroom in a Book (2022 release), 1st Edition, by Kelly Anton and Tina DeJarld*

Course Content:

1. Macintosh Basics
2. Adobe Illustrator
3. Adobe InDesign