

**COMMUNITY COLLEGE**  
**State University of New York**

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**INSTITUTIONAL COURSE SYLLABUS**

**Course Title:** Studio Problems-Computer Graph

**Course Abbreviation and Number:** ART 1621

**Credit Hours:** Variable

**Course Type:** Lecture/Lab

**Course Description:** Students will build upon previous studio course experiences in advanced studio production courses under art faculty supervision. Students who have completed the basic and intermediate (as applicable) courses in drawing, ceramics, photography, electronic arts, design or painting, may register for one, two, or three hours of credit per semester in a studio course in that medium. Students are expected to spend two hours in studio work each week for each credit hour anticipated. Studio problem courses are student initiated with each student, together with the faculty member, creating an acceptable course outline and evaluation process for the work of the semester. In some cases, a group studio problem experience may be initiated by visual arts faculty. Students achieving 12 credit hours in art studio problems must obtain permission from the arts and humanities dean to take additional coursework (for credit) in art.

Prerequisite: permission of instructor required.

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**Student Learning Outcomes:**

Students who demonstrate understanding can:

1. Display an in-depth study of Illustrator, Photoshop, and scanning techniques necessary to complete the assignments.
  2. Develop ideas and concepts through research.
  3. Organize simplistic typographic layouts which makes communication easy.
  4. Analyze everyday objects to determine what is aesthetically pleasing and the difference between good and bad design.
  5. Utilize typography as a graphic element in design.
  6. Discuss the design process of one's own work and to make suggestions to help others improve their work.
  7. Develop presentation skills, such as making prototypes and mounting projects on board.
  8. Identify the importance of scheduling time and adhering to deadlines.
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**Topic Covered:**

- Illustrator and Photoshop tutorials
  - Design exercises
  - Analyze problems and complete effective research to successfully solve
  - Common technical question and their answers
  - Organizational principles
  - Constructive critique
  - Use of numerical data
  - Professional, thoughtful composition creation and presentation
  - Advanced techniques in Illustrator and Photoshop
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**Information for Students**

- Expectations of Students
  - [Civility Statement](#)
  - [Student Responsibility Statement](#)
  - [Academic Integrity Statement](#)
- [Accessibility Services](#)  
Students who require accommodations to complete the requirements and expectations of this course because of a disability must make their accommodation requests to the Accessibility Services Coordinator.
- [Get Help: JCC & Community Resources](#)
- [Emergency Closing Procedures](#)
- Course grade is determined by the instructor based on a combination of factors, including but not limited to, homework, quizzes, exams, projects, and participation. Final course grade can be translated into a grade point value according to the following:

A=4.0	B+=3.5	B=3	C+=2.5	C=2	D+=1.5	D=1	F=0
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- Veterans and active duty military personnel with special circumstances (e.g., upcoming deployments, drill requirements, VA appointments) are welcome and encouraged to communicate these to the instructor.
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**Effective Date:** Fall 2021