

Bemidji State University

TADD 2440: 2D Design Software

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

An introduction to 2D digital techniques used to create and edit bitmap, vector, and metafile graphic images for various print and digital outputs. Students gain experience in the ideation and critical thinking process used to design and analyze imagery.

B. COURSE EFFECTIVE DATES: 08/22/2016 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Print and animation production functionality of Adobe Photoshop, Illustrator, InDesign, and Acrobat. Lectures on file format, color modes and resolution, various print and digital output specifications, animation specifications, ideation, and scanning.

D. LEARNING OUTCOMES (General)

1.
 - ¿ Students will understand and apply the basic elements and principles of design as applied to 2-dimensional digital imagery
 - ¿ Students will develop a broad understanding of the production techniques needed to create 2-dimensional digital illustrations and digital publishing documents in a cross platform setting.
 - ¿ Students will apply the language and concepts commonly used in digital illustration and publishing.
 - ¿ Students will understand the technical aspects of font usage and control, and typography specifications.
 - ¿ Students will develop foundation skills related to critical thinking and c

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted