

# Course Syllabus

## 2D Photoshop Design

**Instructor: David Sandoval**

### **Office Hours**

By appointment.

### **.E-mail**

[DPSandoval@Hotmail.com](mailto:DPSandoval@Hotmail.com)

### **Course Description**

This course will present the fundamentals of 2D design via Adobe software, including history, theory, practice and the development of technical skills. Emphasis will be placed on 2D design practices and implementation of a professional portfolio.

### **Course Objectives/Outcomes**

1. Develop a basic understanding of design practices and history
2. Develop skills for getting employment or continuing or artistic your artistic career
3. Create a professional portfolio

### **Class Methods/Strategies**

The course will use a combination of historical analysis, technical tutorials as well as development of artistic strategies and practices.

### **Special Requirements**

- Students will be required to spend class time appropriately.
- All work not submitted on deadline will incur loss of points.

### **Assessment**

Progress in the course will be determined using the following assessment methods:

- Understanding of the Adobe interface.
- Comprehension of artistic concepts

## **Grading**

The final grade will be determined by dividing the total points earned by the total points possible for the course.

Total Points Available is based on the following:

- Projects = 60%
- Participation = 20% \*
- Final Project =20%

\*participation is determined by attendance and engagement with class.

The 2 weeks of previous work will be averaged into the project points based on the point total for the remaining weeks.

A standard grading scale will be used as follows:

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

## **Academic Integrity**

Any cheating or other act of academic dishonesty will be punished by an automatic "F" on that academic work. Other sanctions may be applied as well.