

IEE2082-03 INTRODUCTION TO COMPUTER GRAPHICS

CREDIT	3	INSTRUCTOR	HYUNJUNG KIM
OFFICE		OFFICE HOURS	
TIME	13:30-15:00	CLASSROOM LOCATION	TBA
E-MAIL	hyjuki@yonsei.ac.kr		

* Please leave the fields blank which haven't been decided yet.

[COURSE INFORMATION]

COURSE DESCRIPTION & GOALS	The objective of this course is to explore the basic 2D computer graphics software widely used in design processes. Through step-by-step tutorials, in-class exercises, and assignments, students will learn to utilize relevant 2D graphic tools to create imageries and apply them to various designs.
PREREQUISITE	No previous experience of computer graphic is needed.
COURSE REQUIREMENTS	Students are required to bring their own laptops and work with Adobe software for the duration of all classes. (Adobe ID will be provided for the summer semester.) We will be utilizing LearnUS for the submissions of all assignments.
GRADING POLICY	Attendance: 10% Assignments: 50% Final project: 40% Students will need to complete one assignment per week.
TEXTS & NOTES	Mode of teaching: demonstration and tutorials, and in-class practice, assignments No textbook needed. Students need to work with photos taken from their mobile phones. Also, bring blank A4 papers and thick black pens for rough sketching.
INSTRUCTOR'S PROFILE	Lecturer at Yonsei University, Department of Integrated Design (Seoul, Korea) <ul style="list-style-type: none"> . Hongik University, visual communication design, BFA . Carnegie Mellon University, communication planning & design, MDes . Yonsei University, human environment & design, PhD in design . work: Hyundai Department Store graphic designer, MetaDesign SF Office new media designer . research interests: typography, information + interaction design

[WEEKLY SCHEDULE]

* Your detailed explanation would be very helpful for prospective students to get a pre-approval for credit-transfer from their home university in advance.

WEEK (PERIOD)	WEEKLY TOPIC & CONTENTS	COURSE MATERIAL & ASSIGNMENTS	NOTES
1	intro: understanding software: Adobe Photoshop/ Illustrator/ InDesign Adobe Photoshop 1) color, layer, brush, type, filter...	in-class exercises assignment 1 : digital art	
2	Adobe Photoshop 2) path, mask, removing backgrounds...	in-class exercises assignment 2 : digital collage	
3	Adobe Illustrator 3) pen tool, geometric shape tool, alignment, shape builder ...	in-class exercises assignment 3 : pattern design using a module	
4	Adobe Illustrator 4) pattern brush, spirograph, blend ...	in-class exercises assignment 4 : composition using repetition of lines and shapes	
5	Adobe Illustrator 5) type tool, brush tool, image tracing, effect...	in-class exercises assignment 5 : expressive typography	
6	Adobe InDesign 6) basic desktop publishing	final project : 10+ postcard series	