LAND 4250 – Computer Graphics and Portfolio Development

Professor: Ashley Calabria
When: Monday and Wednesday 8-9:55 am or Wednesday and Friday 11:15-1:10 pm
Where: Caldwell Hall Lab 1
Office: Caldwell Hall #405
Office Hours: Open Door Policy or By Appointment
Contact: calabria@uga.edu

Description: Portfolio/resume preparation investigating graphic design principles as well as the use of current computer applications for design communication projects and professional stationery as they apply to landscape architecture.

Objective:
Knowledge:
- Understand selected computer software used for image retrieval and manipulation, desktop publishing and presentation
- Become familiar with the interaction of selected software
- Develop a basic proficiency in computer applications for graphic presentations

Skills:
- Utilize computer applications for scanning, processing, and output of digital data
- Produce quality digital data for professional presentations

Values:
- Through the introduction and use of various computer programs, each student should have the ability to make the connection between design processes & computer aided graphics for producing professional quality presentation materials.

Method: This is a class that will use lectures, research, literature, projects and lab time to broaden knowledge and creativity for everyone in the class. Students are expected to satisfactorily complete all projects and attend all scheduled lab times provided for students to work on projects and to receive assistance.

Materials: Lab account, Bulldog Bucks with LOTS of money on it, CD’s, jump drives or an external hard drive for saving work, sketch paper, pencils, portfolio material and presentation boards with clips and T-pins. Readings will be on reserve or copied.

Optional Materials:
Portfolio Design by Harold Linten, Color Harmony Workbook, Color Index or Idea Index by Krausse, Building a Design Portfolio by Sara Eisenman, Writing for Design Professionals by Stephen Kliment

Grading:
Assignment 1 Photoshop Digital Image 20%
Assignment 2 SketchUp/Photoshop Rendering 20%
Assignment 3 Portfolio Logo, color scheme, layout etc. 15%
Assignment 4 Letterhead, Business Card and CD 15%
Assignment 5 Final Portfolio and disk 30%
Total 100%

STUDENTS WILL BE REQUIRED TO SUBMIT A DISK OF ALL ASSIGNMENTS TO RECEIVE A FINAL GRADE. THIS IS USED FOR DOCUMENTATION PURPOSES.

Grading System: Grading is based on the University System Percentage as follows:
A = 93%-100% Excellent: Work reflecting superior design and graphic ability, logically thought out
<table>
<thead>
<tr>
<th>Grade</th>
<th>Description</th>
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<tbody>
<tr>
<td>A-</td>
<td>89%-92% and presented. Changes or revisions would be minimal.</td>
</tr>
<tr>
<td>B+</td>
<td>86%-88% Good: Work representing a good understanding of the theory and concepts</td>
</tr>
<tr>
<td>B</td>
<td>83%-85% involved in the project but should be slightly reworked.</td>
</tr>
<tr>
<td>B-</td>
<td>80%-82% Fair: Work which indicates a satisfactory understanding and execution of the project. Moderate revisions would be necessary.</td>
</tr>
<tr>
<td>C+</td>
<td>77%-79% C = 73%-76% Fair: Work which indicates a satisfactory understanding and execution of the project. Moderate revisions would be necessary.</td>
</tr>
<tr>
<td>C-</td>
<td>70%-72% Poor: Work which is incomplete and/or in the design process or project solution are poor or inconsistent. Work shows lack of comprehension in subject matter and would require extensive revisions.</td>
</tr>
<tr>
<td>D</td>
<td>60%-69% D = 60%-69% Poor: Work which is incomplete and/or in the design process or project solution are poor or inconsistent. Work shows lack of comprehension in subject matter and would require extensive revisions.</td>
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<tr>
<td>F</td>
<td>59% Unacceptable</td>
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**Class Standards**

**Attendance:** Attendance sign in sheets are administered at the beginning or end of every class. They cannot be made up if the student is absent. **Excused absences are:** a written excuse from a Physician, excuse from the Dean of the College, or a field trip for another course if this instructor is notified one week or more in advance. Any student who has a prolonged illness or absence is strongly urged to withdraw from the course and to re-enroll in a subsequent semester. Students are expected to attend all classes and are responsible for all material covered when absent.

**More then 3 unexcused absences will result in automatic withdrawal.**

**Computer lab rules and etiquette:** During class time, the following will not be permitted:

- Use of tobacco of any form
- Use of earphones
- Browsing/surfing the Internet not related to class unless indicated by the class instructor.
- Checking e-mail, newspapers or using chat rooms is absolutely prohibited.

Please observe common courtesy when working with others in the lab.

- Notify lab technicians if problems occur or if supplies are running short.
- Post a note on problem computers so others don’t try to use it.
- Always log off of your computer before leaving the lab and don’t expect others to save your work if you are not available.

**Due dates, deadlines, and presentations:** Assignments must be submitted on the stated due date, time and place. Any project turned in late, up to 1 class, is automatically marked down a full letter grade. Work missed due to illness is required to be submitted no later than one week from the student’s return to class. An acceptable medical illness excuse is a typed, letterhead, dated, with phone, address, and Doctor’s letter explaining that the student was unable to complete the project due to sickness.

**Special Circumstances:** Other situations will be dealt with on a case by case basis between the student and the instructor outside of class time. Arrangements will be made in writing and signed by both parties. Do not discuss late work or absences during class time.

**Cell Phone Use:** No cell phone use during class time. They must be turned off and placed out of site.

**Documentation of Student’s Work:** Students are required to keep all work completed during a semester until the end of the term in order to review progress and aid discussion if necessary. According to UGA-SED policy; students’ class work becomes intellectual property of the School. The University and the School reserve the right to keep your work so ALWAYS print 2 copies of your work, especially your portfolio.

**Studio and Computer Lab Work:** All students are encouraged to work together in the computer lab, outside of class time rather than at home. You will benefit from the interaction with classmates and upperclassmen.

**Academic Honesty:** All students are responsible for maintaining the highest standards of honesty and integrity in every phase of their academic career. The penalties for academic dishonesty are severe; ignorance of what constitutes dishonesty is not an acceptable defense.

**Disclaimer**

Calendar and syllabus are subject to changes.