



PROGRAM ARTICULATION AGREEMENT

College Program: Graphic Design

CIP 50.0402

Career Pathway: Visual Arts

Career Cluster: Arts, A/V Technology & Communications

The purpose of this agreement is to grant college credit to high school students who have achieved the level of knowledge and skill required for the college-equivalent entry-level course(s) identified in this agreement. Upon successful completion of the identified course competencies with a grade of 'B' (3.0) or higher and the high school teacher's endorsement that the competency requirements have been met, articulated credit will be granted.

The following Spokane Falls Community College course(s) have been approved for Tech Prep articulation with Cheney School District high school course(s) as listed below:

High School / Course Title	College / Course Title	Credits
Cheney HS – Web Design (each component graded separately)	SFCC	
Web Design - Dreamweaver	GRDSN 172 Dreamweaver	2
Web Design - Fireworks	GRDSN 167 Fireworks	2
Web Design - Flash	GRDSN 171 Flash	2
Web Design - Illustrator I	GRDSN 156 Illustrator I	2
Web Design - Illustrator II	GRDSN 164 Illustrator II	2
Web Design - PhotoShop I	GRDSN 158 PhotoShop I	2
Web Design - PhotoShop II	GRDSN 166 PhotoShop II	2

**see attached list(s) of competencies for articulated courses*

Student Articulation Procedure:

1. Be enrolled in the required high school class.
2. Register for Tech Prep/Dual Credit articulated course during the same academic year the high school class is completed. If a series of courses are involved in the articulation, students register for credit during the same academic year the last course in the series is completed. **Students cannot earn "retroactive credit" for courses taken in previous years.**
3. Earn a grade of 'B' (3.0) or better in all courses required under the articulation agreement.
4. Complete all required skills as identified on the competency profile.
5. If an exam or review of completed work is required under the terms of this agreement, students must receive a passing score (determined by college or industry certification) to earn college credit (*see competency list for requirements*).

High School Instructors:

1. Ensure all students receive a copy of the course syllabus outlining information about Tech Prep, the college course competencies and the process required to earn college credit.
2. Hold students accountable for the same competency standard and course expectations as required by the college-equivalent course (*see competency list attached*).
3. If required for articulation, ensure students are prepared to take industry certification exams, complete a professional portfolio documenting their work, or take a final exam to measure their level of skill and competence in the coursework.
4. Submit final grades for all students registered to earn Tech Prep college credit no later than June of the current academic year.
5. Attend scheduled meetings, workshops or in-service activities that enhance the high school/college partnership & support implementation of the Tech Prep articulated program.

Articulation Review and Renewal:

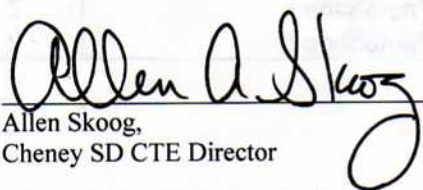
The designated program facilitators, college administrators and/or instructors and high school faculty will meet regularly to revise or discuss the articulation agreement. Agreements must be reviewed/updated and re-signed by college faculty/deans and CTE directors/HS teachers on a schedule, not to exceed a three (3) year rotation, or as deemed necessary due to changes in HS/college course content or structure. Individual teacher verification forms must be signed and submitted annually. Minor revisions can be made via phone calls, correspondence or e-mail.

**PROGRAM ARTICULATION AGREEMENT
Graphic Design**

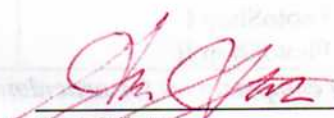
**PARTICIPATING INSTITUTIONS
2008 - 2009 School Year**

Cheney School District and Spokane Falls Community College

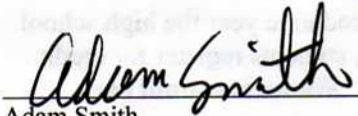
We the undersigned representatives of the Northeast Washington Technical Education Consortium (NEWTEC), agree to all provisions of the articulation program/course agreement, have reviewed the course competencies, and understand the process to which students may be granted college credit through the Tech Prep program. We commit staff time and resources to ensure successful program implementation.


Allen Skoog,
Cheney SD CTE Director

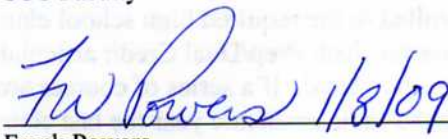
1/17/09
Date


Greg Stiles,
SCC Faculty

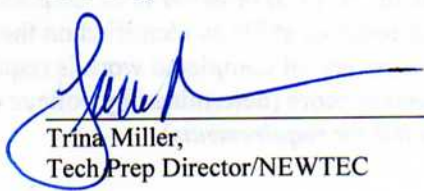
1/7/09
Date


Adam Smith,
Cheney HS Teacher

Date


Frank Powers,
SCC Program Dean

Date


Trina Miller,
Tech Prep Director/NEWTEC

Date

Original 12/20/05
Renewed 01/05/09: renewal rotation; update template -gmf

Recommended textbooks are:
Adobe Classroom in a Book Series **OR** Against the Clock Series

Lesson 1

1. Use the welcome screen.
2. Open an Adobe Illustrator file.
3. Select tools from the toolbox.
4. Use viewing options to enlarge and reduce the display of a document.
5. Work with palettes.
6. Use online Help.

Lesson 2

1. Differentiate when to use the Selection, Direct Selection, or Group Selections tools.
2. Group and ungroup items.
3. Clone items with the Selection tool.
4. Lock and hide items for organizational purposes.
5. Save selections for future use.
6. Use tools and commands to align basic shapes to each other.

Lesson 3

1. Create basic shapes
2. Move, scale, and rotate objects using a variety of methods.
3. Draw with the pencil tool.
4. Work with smart guides.
5. Position objects precisely.
6. Use Live Trace.

Lesson 4

1. Select individual objects, objects in a group, and parts of an object.
2. Move, scale, and rotate objects using a variety of methods.
3. Reflect, shear, and distort objects.
4. Adjust the perspective of an object.
5. Apply a distortion filter.
6. Position objects precisely.
7. Repeat transformations quickly and easily.

Lesson 5

1. Draw straight lines.
2. Use Template layers.
3. End path segments and split lines.
4. Draw curved lines.
5. Select and adjust curve segments.

Lesson 6

1. Paint with, create, and edit colors using the Control panel and shortcuts.
2. Name and save colors, create color groups and build a color palette.
3. Use the Color Guide panel and Live Color features.
4. Copy paint and appearance attributes from one object to another.
5. Paint with gradients, patterns, and brushes.
6. Use the Live Paint features.
7. Save your file as a PDF.

Lesson 7

1. Import text.
2. Create columns of type.
3. Change text attributes.
4. Use and Save Styles.
5. Sample type.
6. Wrap type around a graphic.
7. Reshape text with a warp.
8. Create text on paths and shapes.
9. Create type outlines.

Lesson 8

1. Work with the Layers panel.
2. Create, rearrange, and lock layers, nested layers, and groups.
3. Move objects between layers.
4. Paste layers of objects from one file to another.
5. Merge layers into a single layer.
6. Apply a drop shadow to a layer.
7. Make a layer clipping mask.
8. Apply an appearance attribute to objects and layers.

Lesson 9

1. Create and save gradients.
2. Add colors to a gradient.
3. Adjust the direction of a gradient blend.
4. Create smooth-color blends between objects.
5. Blend the shapes of objects in intermediate steps.
6. Modify a blend, its path, shape and color.

Lesson 10

1. Use the four brush types: Art, Calligraphic, Pattern, and Scatter.
2. Change the brush color and adjust brush settings.
3. Create new brushes from Adobe Illustrator artwork.
4. Apply brushes to paths created with drawing tools.
5. Use the Scribble Effect for artwork and text.

Lesson 11

1. Understand the differences between Filters and Effects.
2. Use warp effects to create a banner logotype.
3. Use pathfinder and distort and transform effects.
4. Use Photoshop effects to add texture to objects.
5. Create 3D objects from 2D artwork.
6. Map artwork to the faces of the 3D objects.

Lesson 12

1. Create an appearance attribute.
2. Reorder appearance attributes and apply them to layers.
3. Copy and remove appearance attributes.
4. Save an appearance as a Graphic Style.
5. Apply a graphic style to a layer.
6. Select appropriate resolution settings for printing or exporting files with transparency.

Lesson 13

1. Apply symbol instances.
2. Create a symbol.
3. Use the symbolism tools.
4. Modify and redefine a symbol.
5. Store and retrieve artwork in the symbols panel.

Lesson 14

1. Differentiate between vector and bitmap graphics.
2. Create a crop area using the Crop Area tool.
3. Place embedded Adobe Photoshop graphics in an Adobe Illustrator file.
4. Create a clipping mask from compound paths.
5. Make an opacity mask to display part of the image.
6. Sample color in a placed image.
7. Replace a placed image with another, and update the document.
8. Export a layered file to Adobe Photoshop.

Lesson 15

1. Different types of printing requirements and printing devices.
2. Printing concepts and printing terminology.
3. Basic color principles.
4. How to separate your color artwork for output to print.
5. How to use spot colors for two-color printing.
6. Special considerations when outputting to print.
7. Saving and printing files with transparency effects.

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Getting to Know the Work Area

1. Open Adobe Photoshop files
2. Select and use some of the tools in the tool box
3. Set options for a selected tool using the tool options bar
4. Use various methods of zooming in and out on an image
5. Select rearrange and use palettes
6. Choose commands in palette and context menus
7. Open and use a palette docked in the palette well
8. Undo actions to correct mistakes or to make different choices
9. Find topics in Photoshop help

Basic Photo Corrections

1. Understand image resolution and size
2. Straighten and crop an image
3. Adjust the tonal range of an image
4. Remove a color cast from an image using Auto Color correction
5. Adjust the saturation and brightness of isolated areas of an image using the sponge and dodge tools.
6. Apply the Unsharp Mask filter to finish the photo retouching process
7. Save an image file for use in a Page-layout program.

Retouching and Repairing

1. Use the Clone Stamp tool to eliminate an unwanted part of an image
2. Use the Spot Healing Brush tool to repair part of an image
3. Make corrections on a duplicate layer and adjust it for a natural look
4. Backtrack within our work using the History palette
5. Use Snap Shots to preserve earlier states of your work and to compare Alternative treatments of the image.

Working with Selections

1. Make specific areas of an image active using various tools
2. Reposition a selection marquee
3. Move and duplicate the contents of a selection
4. Use keyboard-mouse combinations that save time and hand motions
5. Deselect a selection
6. Constrain the movement of a selected area
7. Adjust the position of a selected area using the arrow keys
8. Add and subtract from a selection
9. Rotate a selection
10. Use multiple selection tools to make a complex selection

Photoshop I-Layer Basics

1. Organize artwork on layers
2. Create, view, hide, and select layers
3. Rearrange layers to change the stacking order of artwork in the image
4. Apply blending modes to layers
5. Link layers to work on them simultaneously
6. Apply a gradient to a layer
7. Add text and layer effects to a layer
8. Save a copy of the file with the layers flattened

Masks and Channels

1. Refine a selection using a quick mask
2. Save a selection as a channel mask
3. View a mask using the Channels palette
4. Load a saved mask
5. Apply filters, effects, and blend modes to a mask
6. Move an image within a mask
7. Create a layer mask
8. Paint in a mask to modify a selection
9. Make an intricate selection using the Extract feature
10. Create and use a gradient mask
11. Isolate a channel to make specific image corrections
12. Create a high-quality grayscale image by mixing channels

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Lesson 10

1. Create an appearance attribute
2. Reorder appearance attributes and apply them to layers
3. Copy and remove appearance attributes
4. Add an effect to an appearance and edit an effect
5. Save an appearance as a style
6. Apply a style to a layer
7. Select appropriate resolution setting for printing or exporting files with transparency

Lesson 11

1. Create type in containers and along paths
2. Import text files into type containers
3. Apply an envelope effect to type, and edit the effect and the envelope contents.
4. Adjust type attributes and formatting, including the font leading, and paragraph alignment
5. Format text and adjust the text flow
6. Use Open Type
7. Create and use Styles
8. Wrap type around a graphic
9. Create stylized letterforms with outlined type
10. Create type masks
11. Create text on a path
12. Save a file in PDF format for online distribution and viewing

Lesson 12

1. Create and save gradients
2. Add colors to a gradient
3. Adjust the direction of a gradient blend
4. Create smooth-color blends between objects
5. Blend the shapes of objects in intermediate steps
6. Modify a blend, including adjusting its path and changing the shapes or color of the original objects

Lesson 13

1. Create a symbol
2. Apply symbol instances
3. Use the Symbolism Tools
4. Modify and redefine a symbol
5. Store and retrieve artwork in the Symbols palette
6. Use a symbol for 3-D mapping

Lesson 14

1. Draw with each of the four brush types – Art, Calligraphic Pattern, and Scatter – using the paintbrush tool
2. Change brush color and adjust brush settings before and after applying brushes to artwork
3. Create new brushes from Adobe Illustrator artwork
4. Apply brushes to paths created with drawing tools
5. Use the new Scribble Effect for artwork and text

Lesson 15

1. Create a mesh object using two methods
2. Apply color to a mesh
3. Edit a mesh for a variety of effects
4. Apply warp effects
5. Select objects in different groups and layers
6. Use Smart Guides to display information about mesh objects

Lesson 16

1. Use Warp Effects to create a banner logotype
2. Use Brush Libraries included with Illustrator CS3
3. Create 3D objects from 2D artwork
4. Map artwork to the faces of 3D artwork

Lesson 17

1. Differentiate between vector and bitmap graphics
2. Place embedded Adobe Photoshop graphics in an Adobe Illustrator file
3. Create a clipping mask from compound paths
4. Make an opacity mask to display part of the image
5. Sample color in a placed image
6. Replace a placed image with another and update the document
7. Export a layered file to Adobe Photoshop and edit the type

Lesson 18

1. Differentiate between vector and bitmap graphics
2. Place embedded Adobe Photoshop graphics in an Adobe Illustrator file
3. Create a clipping mask from compound paths
4. Make an opacity mask to display part of the image
5. Sample color in a placed image
6. Replace a placed image with another and update the document
7. Export a layered file to Adobe Photoshop and edit the type

Lesson 19

1. Determine which file format to use to publish different styles of artwork on the Web
2. Use Web-safe colors in artwork
3. Link objects to URL Addresses
4. Export different styles of artwork to GIF and JPEG format
5. Create artwork for a simple animation and export it to a Flash SWF format
6. Export Illustrator design as a completed HTML page with a folder of images ready to post to a Web site
7. Update artwork created in Adobe Illustrator and Adobe Photoshop, and then update a Web site with the edited image

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Correcting and Enhancing Digital Photographs

1. Process a proprietary camera raw image and save it as an industry - standard digital negative
2. Make typical corrections to a digital photograph, including removing Red Eye and Nose and bring out shadow and high light detail
3. Adjust the visual perspective of objects in an image using the Vanishing Point filter
4. Apply Optical Lens Correction to an image
5. Prepare a PDF presentation of your corrected image
6. Understand best practices for organizing, managing and saving your images
7. Learn about Photoshop Lightroom

Typographic Design

1. Use guides to position text in a composition
2. Make a clipping mask from type
3. Merge type with other layers
4. Use layer styles with text
5. Preview typefaces interactively to choose them for a composition
6. Control type and positioning using Advanced Type Palette features
7. Warp a layer around a 3D Objects

Vector Techniques

1. Differentiate between bitmap and vector graphics
2. Draw straight and curved paths with the pen tool
3. Convert a path to a selection, and convert a selection to a path
4. Save paths
5. Draw and edit layer shapes
6. Draw custom layer shapes
7. Import and edit a Smart Object from Adobe Illustrator

Advanced Layering

1. Import a Layer from another file
2. Clip a Layer
3. Create and edit an Adjustment Layer
4. Use Vanishing Point 3D effects with layers
5. Set up different Layer Comps to showcase your work
6. Manage Layers
7. Flatten a layered Image
8. Merge and Stamp Layers

