

COURSE SYLLABUS

ARTC-1302 Dual Credit

Digital Imaging I

Technical Education Division

SOUTH PLAINS COLLEGE

Spring 2026

COURSE SYLLABUS

COURSE TITLE: ARTC 1302 – Digital Imaging I

INSTRUCTOR: Marietta Decker

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General Course Information

A. Course Description: Digital imaging using raster image editing and/or image creation software; scanning, resolution, file formats, output devices, color systems, and image acquisition.

End-of-Course Outcomes: Identify terminology, advantages and limitations of image editing software; distinguish bit-mapped resolutions for image acquisitions and output devices; use digital editing and painting tools; use basic half-tone theory in production of images, manipulate, create, and edit digital images for print and web; specify appropriate file formats.

B. Course Competencies: Upon successful completion of this course each student will have demonstrated through examination and projects a competent understand of: 1. The use of the computer as a graphic tool. 2. Image manipulation software 3. A variety of imaging techniques and processes 4. Saving, filing, and printing procedures 5. Terminology of digital imaging as it pertains to the graphic arts industry.

SPECIFIC COURSE/INSTRUCTOR REQUIREMENTS:

C. There is no textbook for this course. Learning materials will be in the form of handouts or available electronically through Schoology. The instructor reserves the right to require additional materials.

D. Grading Policy/Procedure and/or methods of evaluation: A student's final grade is determined by averaging all examinations, projects and participation grades. All graded projects and exercises will be graded within two weeks after the due date.

E. Grading Defined:

90-100 A • Art Director

The Art Director takes an assignment and makes it their own. By incorporating the requirements and exceeding all limitations including psychological. An Art Director will take a project to the next step establishing characteristics of thought, emotion, development, and design working through any technical limitations or requirements. The Art Director achieves a more dimensional design with a broader meaning and message. This additional level is obtained without any change in time restraints and technical requirements. It tells a story, makes you think or creates an emotional reaction. The piece usually has a sense of what is defined as overtone. This level of work reaches a professional level that makes the piece unique within itself and stands out as an individual thought or the results of a unique design process.

80-89 B • Graphic Artist

The Graphic Artist works within the limitations of the assignment. He stays within the requirements but develops those limitations to their fullest. They use creative techniques to create physical and visual responses to the assignment which will improve the overall appearance or show a better understanding of the requirements, but fail to take the piece beyond the creative and technical limitations to the psychological level. This level reaches a professional level that visually makes the piece unique and all technical aspects are used and recognized and done within the allotted time.

70-79 C • Production Artist

The Production Artist takes the assignment and recreates it as demonstrated or exactly as proposed. Technical design elements such as proximity, line, etc may be followed, but the Production Artist is limited to and by the technical requirements of the piece. No creative processes are used and no decisions or risk(s) are taken. This level reaches a professional level that visually and technically equal the requirements of the assignment.

60-69 D • Amateur

The Amateur is an artist who falls short of the basic requirements of a piece. Unlike a Production Artist, who only completes the requirements and does it well, the Amateur completes the project but fails to reach the required level of technical expertise. These are aspects that may require more practice or lab time, but are believed to be reachable within the artist's skills. This level does not equal visually or technically the requirements of the assignments, but appears to be a completed effort.

0-59 F • Failure

Failure is usually the results of poor time management or technical confusion (a lack of understanding how to do something). An incomplete project that does not reach the basic requirements of the assignment is considered incomplete and therefore, a failure.

Please follow the link and read the following syllabus statements found here:

<https://www.southplainscollege.edu/syllabusstatements/>

Intellectual Exchange Statement

Disabilities Statement

Non-Discrimination Statement

Title IX Pregnancy Accommodations Statement

CARE (Campus Assessment, Response, and Evaluation)Team Statement

TexBook Statement (only if using Inclusive Access...)