



WEB CONTENT I — WEBD 1650

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This course addresses the creating, editing, optimizing and formatting of photo/raster images, vector/drawing images and 3D content at an introductory level for use in web pages and social media. It also address use of raster, vector and web page software for the development of wireframing and screen designs. Software explored includes Adobe Photoshop, Adobe Illustrator and Adobe Dreamweaver.

B. Course Effective Dates: 8/21/17 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. Explore type properties
2. Optimize and export to raster web formats
3. Use and modify premade shapes
4. Use element creation tools
5. Adjust color and contrast
6. Apply filters and effects
7. Create artboards for use with ?Extract?
8. Create sprite sheets
9. Crop for layout specifications
10. Import raster images
11. Incorporate type elements
12. Resize images
13. Slice layouts for export
14. Use content-aware systems

15. Use layers for compositing

16. Use transformation tools

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted