



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**GRAPHIC MATERIAL AND PROCESSES
CGA2055 3 Credit Hours**

Student Level:

This course is open to students on the college level in either the freshman or sophomore year.

Catalog Description:

CGA2055 – GRAPHIC MATERIALS AND PROCESSES (3 hr)

This class demonstrates that paper, cardboard and other types of typically flat media can be a 3-D design element to be considered during idea generation when problem-solving. Paper is not just a flat surface upon which a layout (concept + image, color and type) is applied. Students will fold, cut, score, emboss and create 3-D designs, learn pop-up techniques, build boxes, as well as look at folders and binding presentations. Proper use of tools and hand skills are important as we measure, cut, piece and build items.

Prerequisites:

Grade of C or better in Foundation Design 2D (ART2130) or Instructor approval

Controlling Purpose:

This class demonstrates that paper, cardboard and other types of typically flat media can be a 3-D design element to be considered during idea generation when problem-solving. Paper is not just a flat surface upon which a layout (concept + image, color and type) is applied. Students will fold, cut, score, emboss and create 3-D designs, learn pop-up techniques, build boxes, as well as look at folders and binding presentations. Proper use of tools and hand skills are important as we measure, cut, piece and build items.

Learner Outcomes:

Orientation to paper and a variety of treatments: emboss, die-cut, perforation, foil, blind stamp, etc. Additional exploration includes: paper cut; embossment; 3-D exploration; pop-ups; presentational techniques; box building; and paper illustration. Upon successful completion of this course, students will be able to:

- Demonstrate and apply drawing skills in sketching and thumbnail layouts and concept generating.
- Demonstrate skills necessary for problem-solving and application of graphics to prototypes prior to creating a finished work.
- Demonstrate mastery of hand-skills and hand tools associated with professional presentation of finished work.
- Create variety within unity within a visual communication.

- Demonstrate skills and understanding of how designers use the formal elements and principles of design and composition.
- Identify and use the Gestalt Principles of Visual Perception.
- Describe and use vocabulary associated with the design profession.
- Develop an appreciation and sensitivity for design applied to a variety of 2-D and 3-D paper problems.

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following outline defines the minimum core content not including the final examination period. Instructors may add other material as time allows.

Evaluation Key:

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|---|---|--|
| A | = | All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field. |
| B | = | All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved. |
| C | = | All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background. |
| D | = | A few of the major goals have been achieved, but the student's achievement is so limited that he is not well prepared to work at a more advanced level in the same field. |
| F | = | Failing, will be computed in GPA and hours attempted. |
| N | = | No instruction or training in this area. |

UNIT 1: BASICS OF WORKING WITH PAPER

Outcomes: Upon completion of this unit, the students will be able to utilize basic techniques to manipulate paper into 3 dimensional designs

A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Identify differences in paper size, weight, and grain
						Identify different forms of treatments used on paper for different design purposes: embossments, die-cuts, perforations, foils, blind stamps, etc.
						Emboss paper to creating a design
						Create a design using cut paper
						Create a 3-dimensional design using cut paper
						Create a folded paper folder

UNIT 2: BOOK BINDING

Outcomes: Upon completion of this unit, the students will be able to bind books by hand

A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Identify the differences between a perfect-bound book and a hard-bound book
						Create a perfect-bound book
						Create a hard-bound book

UNIT 3: POP-UPS

Outcomes: Upon completion of this unit, the students will be able to create moving pop-up interfaces

A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Identify different forms of pop-up mechanics
						Create a set of interactive pop-up designs

UNIT 4: BOX AND PACKAGE DESIGN

Outcomes: Upon completion of this unit, the students will be able to create utilitarian packages from 2 dimensional materials

A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Utilize the ability to think and plan in both 2 and 3-dimensional space
						Create a single package that can house a set of objects

UNIT 5: PAPER ILLUSTRATION

Outcomes: Upon completion of this unit, the students will be able to create illustrations using cut paper

A	B	C	D	F	N	Specific Competencies - Demonstrate the ability to:
						Utilize 3-dimensional space to create illustrative designs using cut paper
						Convey a narrative in a static design

Projects Required:

- Paper techniques
- Bound books
- Pop-up samples
- Package design
- Cut paper illustration

Textbook:

Contact Bookstore for current textbook.

Materials/Equipment Required:

A t-square, triangle, protractor or adjustable triangle, compass, circle templates, x-acto knife and blades, tape, pencils, erasers (kneaded), metal ruler with cork backing, a sketch book, white glue, glue sticks, rubber cement. Students will also need various types of paper stocks, poster board, and chip-board.

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy.

Course Time Frame:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

Refer to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.