

Las Positas College
3000 Campus Hill Drive
Livermore, CA 94551-7650
(925) 424-1000
(925) 443-0742 (Fax)

Course Outline for GDDM 59

ILLUSTRATOR II

Effective: Fall 2018

I. CATALOG DESCRIPTION:

GDDM 59 — ILLUSTRATOR II — 3.00 units

Students in this course will use advanced features in Adobe Illustrator to create a number of illustrations with an emphasis on visual storytelling and development of personal style. Students will learn how to incorporate raster images, apply filters, explore the color guide, and utilize the perspective tool for developing stylistic effects.

1.50 Units Lecture 1.50 Units Lab

Prerequisite

GDDM 54 - Illustrator I
with a minimum grade of C

Grading Methods:

Letter or P/NP

Discipline:

- Graphic Arts

	<u>MIN</u>
Lecture Hours:	27.00
Lab Hours:	81.00
Total Hours:	108.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 1

III. PREREQUISITE AND/OR ADVISORY SKILLS:

Before entering the course a student should be able to:

A. GDDM54

1. Work in the Illustrator interface with facility;
2. Create new Illustrator Documents efficiently and open existing Illustrator Documents for editing and modification: set-up/launch, retrieve, save for print and screen, cross-platform;
3. Understand the total independence in vector images between actual size, screen size, scalable size;
4. Perform basic-to-intermediate level image creation and manipulation tasks using the following Illustrator tools and techniques: Selection and Direct Selection, multiple Shape Tools, multiple Pen Tool variations, Transformations including rotate, scale, skewing, and separate point editing; Color Palette Creation: Master and Sub Layers, Swatches, Gradient Creation and editing, using Illustrator Brushes, Work Spaces,
5. Understand the difference between Illustrator's LIVE and EXPANDED objects and to be able to use each art type appropriately.
6. Employ the use of keyboard shortcuts for common tasks.

IV. MEASURABLE OBJECTIVES:

Upon completion of this course, the student should be able to:

- A. Set up a perspective grid using the perspective tools and apply the basic principles of linear perspective
- B. Create artwork that is easy to revise and modify. Students will be able to change the color scheme, filters, and other appearance attributes
- C. Incorporate raster images into their work and be able to develop their artwork using both raster and vector art
- D. Create pixel perfect icons, graphics, navigation, buttons for assets export, and export to web and mobile devices

V. CONTENT:

A. Basics Review

1. Basic shapes
2. Text
3. Fills & Strokes
4. Path Finder
5. Transformations
6. Smart Shapes

B. Path Editing

1. Pen Tool

- 2. Path Editing Tools
- C. Pixel Perfect Tools
 - 1. Multiple Artboards
 - 2. Smart Shapes
 - 3. Snap to Pixel Grid
 - 4. Pixel Preview
 - 5. Asset Export Panel and Options
 - 6. Paste Options
- D. Working with Raster Image
 - 1. Live trace
 - 2. Embedding Raster Image
 - 3. Create Gradient Mesh
 - 4. Create Object Mosaic
 - 5. Rasterize Objects
- E. Patterns and Brushes
 - 1. Refined Pencil & Brush Tool
 - 2. Working with Wacom tablets
 - 3. Brushes and Patterns
 - 4. Width Tool
- F. Drawing in Perspective
 - 1. Scientific Perspective
 - 2. Perspective Tool
 - 3. 3D Tool
- G. Color Tools
 - 1. Color Guide
 - 2. Color Theme
 - 3. Edit Colors
- H. Filters & Effects
 - 1. Filters & Effects
 - 2. Appearance Panel

VI. METHODS OF INSTRUCTION:

- A. **Demonstration** -
- B. **Critique** -
- C. **Lab** -
- D. **Discussion** -
- E. **Student Presentations** -
- F. **Lecture** -
- G. **Projects** -

VII. TYPICAL ASSIGNMENTS:

- A. Interface production and design for specific screen devices.
- B. Incorporate the use of raster images (digital photo, scanned drawing, etc) into an illustration project. Students will start with a raster image and explore the methods for converting it to vector images, as well as explore the raster image filters in Illustrator to rasterize vector objects.
- C. Create an illustration in perspective, using either Illustrator's Perspective tool or traditional means of establishing vanishing point and lines.
- D. Produce artwork or patterns using different color schemes. Using Illustrator's color tools, quickly explore different color schemes and color combinations, quickly adjust and reassign colors.

VIII. EVALUATION:

Methods/Frequency

- A. Oral Presentation
- B. Projects
- C. Class Participation
- D. Class Work
- E. Home Work
- F. Lab Activities

IX. TYPICAL TEXTS:

- 1. Wood, Brian. *Adobe Illustrator CC Classroom in a Book (2017 release)*. 1 ed., Adobe Press, 2017.
- 2. Steuer, Shanon. *The Adobe Illustrator WOW! Book for CS6 and CC*. 1 ed., Peachpit Press, 2014.
- 3. Weinmann, Elaine, and Peter Lourekas. *Illustrator CC: Visual Quickstart Guide*. 1 ed., Peachpit Press, 2014.
- 4. Wilson, Dena, Rob Schwartz, and Peter Lourekas. *Learn Adobe Illustrator CC for Graphic Design and Illustration*. 1 ed., Adobe Press, 2016.
- 5. Online tutorials. e.g., www.adobe.com/tutorials and Illustrator Help.
- 6. Design publications, e.g., How, Layers, Communication Arts, Print
- 7. Attendance at seminars and conventions as appropriate

X. OTHER MATERIALS REQUIRED OF STUDENTS:

- A. Required list of supplies to complete all of the assigned studies.