Course Outline for VCOM 54

ILLUSTRATOR I FOR DESIGN

Effective: Fall 2009

I. CATALOG DESCRIPTION:
VCOM 54 — ILLUSTRATOR I FOR DESIGN — 5.00 units

Technical and drawing skill development course using the latest version of Illustrator at the basic- to intermediate-level to render 2- and 3-D digital drawings and illustrations. Emphasis on basic- to intermediate-level techniques and tools used to create image files suitable for print and screen. Design principles emphasized to create effective output through computer-based composition.

1.00 Units Lecture 4.00 Units Lab

Strongly Recommended
VCOM 48 - Intro to a Design Studio

Grading Methods:

Discipline:

	MIN
Lecture Hours:	18.00
Lab Hours:	216.00
Total Hours:	234.00

II. NUMBER OF TIMES COURSE MAY BE TAKEN FOR CREDIT: 2

III. PREREQUISITE AND/OR ADVISORY SKILLS:

Before entering this course, it is strongly recommended that the student should be able to:

A. VCOM48
1. Turn on and turn off computers in a design studio lab;
2. Access and navigate the computer desktop and server, cross-platform, at the most basic level;

IV. MEASURABLE OBJECTIVES:
Upon completion of this course, the student should be able to:

A. Work in the Illustrator interface at the most basic level with facility;
B. Manage new and existing Illustrator documents: set-up/launch, retrieve, save for print and screen, cross-platform;
C. Draw and edit closed and open paths using the pen tool with appropriate selection tools;
D. Perform basic-to-intermediate level digital drawing, type and editing tasks using the following Illustrator toolbox tools: Fill, Stroke, Selection, Type, Shape, Transformation (e.g., rotate, scale); Palettes: Layers, Colors, Swatches, Gradient, Stroke, Transform (Objects), Brush, Align; and Menu Items: File, Edit, Object, Type, Select, Window, Help;
E. Generate new, import and/or manipulate multi-layer digital images for print and web using Illustrator;
F. Describe the difference between raster (bitmapped) and vector (object-oriented) images and when and why to use Illustrator;
G. Use hand commands as often as possible;
H. Use Bridge software in conjunction with Illustrator;
I. Troubleshoot at the basic level.

V. CONTENT:
A. Getting Started; Basics Overview
1. About vector graphics and bitmap images
2. Using floating palettes, tools, toolbars and tool tips
3. Main toolbar and extras
4. Preferences
5. Undoes
6. Automating tasks
7. Getting up and running
8. Memory allocation
9. Preferences
10. Opening and saving documents
11. Exporting/Placing (links palette)
12. Artboard/Working area

13. File formats
14. Zoom, magnify, etc.
15. Using tools and toolbars
16. Main toolbar and extra undo/revert
17. New document dialog box and window
18. Postscript and vector definition/uses
19. Using context menus on both platforms
20. Online resources
21. Working with templates
22. Selection tools & tools palette
B. Overview of drawing techniques
C. Fundamental drawing
1. Stroke/Fill
2. Paths
3. Segments
4. Creating basic objects and shapes
5. Creating freeform paths using pencil, brush and tracing tools
6. Drawing and editing paths
7. Selection options
8. Expanded paths
D. Importing images and/or text
1. Linking
2. Embedding
3. Drop and drag
4. Copy and paste
E. Transforming and distorting objects
F. Layer concepts
G. Grouping/Ungrouping
H. Basic use of color, strokes, and fills
1. Swatches palette
2. Gradient palette
3. Color palette
I. Creating live blends
J. Creating and editing basic type
1. Point type
2. Type on a path
3. Type in an area
4. Vertical type
K. Measuring and doing exact operations
L. Transformation and alignment palette
M. Automating tasks
N. Printing and viewing with the page tiler
O. Saving, importing and exporting file formats for a variety of media
P. Introduction to Bridge and Version Cue
Q. Troubleshooting

VI. METHODS OF INSTRUCTION:
A. **Lecture** -
B. **Demonstration** -
C. **Discussion** -
D. Practical exercises on and off the computer
E. Tutorials and self-paced assignments in Help, textbook, and online
F. **Field Trips** - to industry seminars, conventions and conferences if available
G. Computer lab time with direct instructor and cooperative peer support
H. Student feedback sessions
I. Peer-to-peer discussion of technology techniques
J. Quizzes
K. Viewing examples of student and professional work

VII. TYPICAL ASSIGNMENTS:
A. Hands-on technical skills exercise: Blending Shapes Skills 1. Using the pen tool, create six closed paths. 2. Fill each path with a distinct CMYK color that you create and save in your swatch palette. In some cases stroke the path, in others use no color stroke on the path. 3. Using the blend tool, blend the shapes into a live blend. 4. Layers: create 6 separate layers for each set of live blends. 5. Variations: complete this exercise by creating 6 live blends to show different variations of blended shapes on your page. 6. Edit Live Blend: duplicate the 6th layer. Edit your live blend by adding additional points and repositioning and adding new paths, and adding the number of blends. 7. Expand the newest live blend into distinct paths. B. Symmetry and Patterns 1. Shapes: create basic shapes using the shape tools, the pen tool, and the brush and pencil. 2. Paint: using a palette of spot PMS colors only, fill the shapes and color the paths. Save all colors in the swatches palette. Remove all unused colors from the palette. 3. Transform and Symmetry: using the transform tools create a symmetrical design as intricate as time will permit. For inspiration, look at Oriental carpets; designs by William Morris. 4. Save the file: native format

VIII. EVALUATION:
A. **Methods**

1. Exams/Tests
2. Quizzes
3. Papers
4. Oral Presentation
5. Projects
6. Home Work
7. Class Performance
8. Other:
   a. Methods:
      1. Written assignments
      2. Design exercises and projects including presentation, discussion and feedback sessions
      3. Critical analysis of assigned work
      4. Problem-solving exercises, including performance and final exam

5. Quizzes
6. Observation of homework solutions based on readings, tutorials and exercises in required text.
7. Review and evaluate student's assigned projects, their comprehension and application of the terms and concepts listed above

B. **Frequency**

1. Frequency
   a. Weekly and bi-weekly exercises
   b. Bi-weekly projects and presentation, oral and visual
   c. Two performance exams and one final project including presentation and feedback
2. Examples
   a. Through observation in lab demonstrate:
      1. ability to work with facility in the Illustrator CS2 interface
      2. ability to manage new and existing Illustrator documents: set-up/launch, retrieve, save for print and screen, cross-platform.
      3. ability to use hand commands as often as possible;
      4. ability to use Bridge software in conjunction with Illustrator;
      5. ability to troubleshoot at the basic level.
   b. Through hands-on projects demonstrate:
      1. ability to draw and edit closed and open paths using the pen tool with appropriate selection tools;
      2. ability to perform basic-to-intermediate level digital drawing, type and editing tasks using the following Illustrator toolbox tools: Fill, Stroke, Selection, Type, Shape, Transformation (e.g., rotate, scale); Palettes: Layers, Colors, Swatches, Gradient, Stroke, Transform (Objects), Brush, Align; and Menu Items: File, Edit, Object, Type, Select, Window, Help.
      3. increased ability to generate new, import and/or manipulate multi-layer digital images for print and web using Illustrator.
   c. Through written assignment:
      1. describe the difference between raster (bitmapped) and vector (object-oriented) images and when and why to use Illustrator.

IX. TYPICAL TEXTS:
1. Botello, Chris *Adobe Illustrator Revealed Deluxe Education Edition*., Thomson Course Technology, 2006.
2. Online tutorials, e.g., www.adobe.com/tutorials and Illustrator "Help"
3. Design publications, e.g., How, Layers, Communication Arts, Print
4. 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.