

# ILLUSTRATOR GRAPHICS

## GDT 106/01 ILLUSTRATOR GRAPHICS

Mon. & Wed. 9:30 - 11:25 a.m.  
GM 011

Matt Lang  
lmc101@wccnet.edu  
734.477.8508

Office: GM300

Office Hours by Appointment

### TEXTBOOK

No text is required for this course, but the recommended text is: Illustrator CC: Visual Quickstart Guide, by Elaine Weinmann & Peter Lourekas, published by Peachpit Press  
ISBN-13: 978-0-13-398703-4  
ISBN-10: 0-13-398703-5

A subscription to Lynda.com is highly recommended. These are available through the bookstore and can be purchased online through them.

### SUPPLIES

Sketch pad, pens pencils

External hard drive USB 2, 25+GB or flash drive.

Presentation supplies (TBD) Supplies for mounting work are available in the Production Center in GM016 for a fee.

### CONTACT ME

via email: lmc101@wccnet.edu. You are required to have an active WCC email account; check it regularly (at least once per week). Please check the WCC website regularly for alerts and college closings.

**This syllabus is subject to change.**

### COURSE DESCRIPTION

This course covers the fundamental tools and techniques for the vector drawing software Adobe Illustrator. Lectures, demonstrations, exercises, and publication projects prepare students for basic software proficiency in the current version of the software. Students enrolling in this course should be proficient in the use of desktop/personal computers. Students enrolling in GDT computer-based courses should be proficient in basic desktop computer operations. This course contains material previously taught in GDT 139

### COURSE OBJECTIVES

- » Basic concepts & software features
- » Working with tools, panels, menus, & selections
- » Drawing in Illustrator
- » Color—fills/strokes & more
- » Editing text & graphics
- » Advanced filters, special effects
- » Masks, compound paths and compound shapes, & blends
- » Interfacing with other software
- » Preparing images for print/web

### CLASS STRUCTURE

This course is studio-based with slides, educational video presentations, lectures, readings, small group discussions, with interactive, hands-on demonstrations.

Total grades will be calculated as such:

- » 10% Daily Participation Grades
- » 10% Sketchbook/Fieldwork
- » 40% Exercises/Interactive Demos
- » 40% Projects

**Sketchbook/Fieldwork** Throughout the semester you will work in your sketchbook as part of your creative process as well as collect samples from outside the classroom that relate to Illustrator and your work in this class. Part of the Fieldwork will utilize our class Pinterest page to post and share examples you find online and in the field. Sketchbooks will be collected at the end of the semester but will also be checked/collected randomly.

**Exercises** These are in-class exercises used to practice the demo topic and are to be completed within and outside of class. These will be graded on a 0-100% scale. These will have specific due dates, but you may make up a missed exercise for up to half credit.

**Projects** There will be four large projects. We will spend several weeks working, critiquing, and refining these projects. As such, you will have ample time in and out of class to finish your work on time. *I will not accept projects after the due date and time.*

Work outside of class will be necessary and required to have your work up to snuff.

**Daily Grades & Attendance** You are expected to attend every class. You will be held responsible for everything we cover in class whether or not you are here. Treat this class as your job. Arrive on time, participate actively, and stay until the end. 10% of your final grade includes the calculation of your daily grades.

For each class meeting you will receive either 0, 1, or 2 points depending on your:  
preparedness (arriving with the correct materials for class)  
out-of-class work (reading completed, assignments turned in)  
work ethic and professional behavior during class

0 = Unsatisfactory. Absent, poor work ethic, not prepared and/or exercise not completed

1 = Satisfactory. Present, prepared, engaged, satisfactory in-class work

2 = Superb. Present, prepared, engaged, exceptional in-class work

# ILLUSTRATOR GRAPHICS

## ATTENDANCE GRADING POLICY

Five absences for any reason will lower your final grade by one grade, for example from B to C. Each additional absence will continue to lower your final grade by another one grade increment.

If you leave class early without letting me know, you will be marked absent. In this case, I will not inform you that I have marked you absent, but assume that you have.

## TARDY POLICY

If a student is 15 minutes late he/she will be counted tardy. Two tardies will be counted as an absence. If a student is more than 45 minutes tardy, it will be counted as an absence. When a student is tardy he or she must inform the instructor of his/her presence, otherwise he/she may be considered absent.

## GRADING

Projects and explorations will be assigned as number of points earned out of points available (e.g. 21/25 means 21 points earned out of a total of 25, which is 84%, a "B").

## GRADING SCALE

PERCENTAGE	GRADE	WHAT GRADE MEANS	GRADE POINTS
95-100	A	Superior	4.0
90-94	A-		3.7
87-89	B+		3.3
83-86	B	Excellent	3.0
80-82	B-		2.7
77-79	C+		2.3
73-76	C	Average	2.0
70-72	C-		1.7
67-69	D+		1.3
63-66	D	Below Average	1.0
60-62	D-		0.7
<60	F	Failing	0

## LATE WORK

No late work will be accepted without prior arrangement with me. Work is considered late if it is turned in after the due date and time (beginning vs. end of class). You will receive 0% on late work. If you have an excused absence with a verifiable note, you may turn work in at the next class session, please contact me first.

My attendance, tardiness, and late work policies may be waived or adjusted in unusual circumstances. If you have a sustained illness or another serious situation that can be documented please discuss your status in the class as soon as possible.

Any time a student is absent, it is his or her responsibility to get the material covered from classmates or via Blackboard. Please do not ask me to catch you up.

## FINAL GRADES EXAMPLE

10% Daily Grades  
10% Sketchbook  
40% Explorations  
40% Projects

Daily Grades total avg:  $75\% \times 10\% = 7.5$

45/60 points possible

Sketchbook  $85\% \times 10\% = 8.5$

Explorations total avg:  $78\% \times 40\% = 31.2$

Projects avg:  $83\% \times 40\% = 33.2$

1: 85/100

2: 95/100

3: 70/100

4: 80/100

TOTAL =  $7.5 + 8.5 + 31.2 + 33.2 = 80.4$  (<.5 round down, >.5 round up)

total grade 80% B-

absences: 5 absences\*, final grade is C-

\*5 or over total absences drop your grade by a full letter

## STUDENT PRIVACY & RESPONSIBILITIES

Grades will not be discussed during class time. To dispute a grade, you have seven days to provide a written statement on why you disagree with the grade and to make a case for receiving a higher score. No curve is used in grading. The instructor reserves the right to ask any person not enrolled in the course to leave the classroom.

Students should be prepared to take notes, complete assigned readings, and participate in class/group discussion. All required work will be on the syllabus/schedule, in a separate handout, or assigned in class.

Please do not hesitate to contact me if you have any questions, comments or concerns. If you are sick or have to be absent, please email me so that I know of your commitment to the course.

It is the student's responsibility to monitor his/her progress in this course. If after consulting with the instructor, the student feels it becomes necessary to withdraw from this course, it is the responsibility of the student to do so. Please check the Academic Calendar to find out the final day for withdrawal with "W" grade. If you have questions about the withdrawal procedure, please check the Drop/Withdrawal Procedures Policy with Washtenaw Community College.

Students who do not attend the first two sections without notice may be dropped from the class. If you want to withdraw from the course, you are ultimately responsible for your own withdrawal by the withdrawal date. Non-attendance after midterm will result in an F if you don't withdraw yourself. Faculty Incompletes/Withdraws are given in extreme situations only.

# ILLUSTRATOR GRAPHICS

## HOMEWORK

You will need additional time outside of class to complete assignments. Plan to spend about 4–6 hours per week on course work outside of class. Please keep up with readings from the textbook. There may be pop quizzes or worksheets on reading assignments.

## COPYRIGHT

Printed materials in books and magazines are usually protected by copyright law from unauthorized copying, tracing or scanning. Any use of copyrighted material must be preapproved. For example, if you are using a photograph as the basis for your illustrator work, it would need to be copyright free or your own photograph. All work turned in for credit must be original, created expressly for this course and not turned in for any other course. Online Illustrator or computer tutorials may not be used as a basis for the exploration, or project.

## ACADEMIC HONESTY

It is illegal to copy licensed software and fonts (so don't do it). Copying, plagiarism or "piracy" from any source will not be tolerated. Any and all dishonest acts will be subject to administrative action and/or disciplinary penalties. Copying and sharing homework files, copying text verbatim from the Internet or other sources, and plagiarizing graphic design layouts/solutions constitutes academic dishonesty. Should academic dishonesty be detected, those involved will receive at minimum a failing grade on the assignment, and may be withdrawn from the course or receive a failing grade in the course. The department co-chairs and the dean of Business and Computer Technologies will also be notified.

## WEBSITES

There are so many cool websites out there. Here are just a few good ones: [fontsinuse.com](http://fontsinuse.com), [dribbble.com](http://dribbble.com), [thegridsystem.org](http://thegridsystem.org), [wordmark.it](http://wordmark.it), [grainedit.com](http://grainedit.com), [design-spongeonline.com](http://design-spongeonline.com), [www.typography.com](http://www.typography.com), [thegreatdiscontent.com](http://thegreatdiscontent.com), [underconsideration.com](http://underconsideration.com), [mymostbeautifulnightmare.road-ends.com](http://mymostbeautifulnightmare.road-ends.com), [pentagram.com](http://pentagram.com), [awwwards.com](http://awwwards.com), [pinterest.com](http://pinterest.com), [instagram.com](http://instagram.com). If you have a personal favorite, please share it!

## RESOURCES & INFORMATION

### *Mac Studio Policies*

Log out/log in again when you first sit down at your computer to clear out the memory and reset defaults. Do this every time. Please clean off the computer desktop at the end of class, quit all applications, and log out when you leave. *Don't forget your USB drive!*

Please do not eat or drink at your computer station.

Non-assignment related access of the web or using e-mail or texting during class is prohibited. This includes watching Youtube videos on class computers or your own device.

Personal music devices (headsets) are prohibited in class. Please turn off cell phones or put on silent.

Don't work off your USB drive or off of the network. Work off the computer hard drive. At the end of class, copy your work to your drive. Always make an archive, for example, save to Google Drive as well as your USB drive.

## OPEN COMPUTER LABS

*Computer Commons* (30 Macs) in the Bailey Library, GM building 2nd floor, (734)973-3420

Monday–Thursday: 7:30am to 10:00pm  
Friday: 7:30am to 5:00 pm  
Saturday & Sunday: noon to 6:00pm

*Digital Media Arts open lab* Hours to be posted at start of the semester. Free tutoring in software is available, hours TBA.

*Production Center*, GM 016, (734)677-5121.

## PERMISSIONS

Work executed in this class may be used by the Digital Media Arts Department, the instructor, and the college for educational purposes such as college, department, and instructor publications, promotional materials, student work examples, permanent collection, and on/off campus display. However, if the student does not wish for his or her work to be used for any of the previously stated purposes, the student should make this known to his or her instructor. This does not apply to WTMC students who are under the age of eighteen years old, permission must be granted by the student's dean.

## LIBRARY

Richard Bailey Library is located in GM building, first floor (734)973-3429, and provides MeLCat interlibrary loan, periodicals, books, computer commons, limited printing, off-site login with NetID. <http://www4.wccnet.edu/resources/library/index.php>

## LEARNING SUPPORT SERVICES

If you need an academic accommodation because of a disability, please contact Learning Support Services, LA104, (734)973-3342 to make an appointment with a counselor to verify the disability and arrange accommodations.

[http://www4.wccnet.edu/resources/learningassistance/learningsupport/Student Resource & Women's Center](http://www4.wccnet.edu/resources/learningassistance/learningsupport/StudentResource&Women'sCenter)

Many resources available for all students such as grant applications, financial aid, academic and career advising, mentoring, emergency food pantry, and much more. Located in the Student Center, second floor or call (734)677-5105 <http://www4.wccnet.edu/student-services/otherservices/womens/>

## GRANTS/FOUNDATION SCHOLARSHIPS

There are funds available to students, some regardless of need. Please check with Financial Aid for more information, Student Center 205 <http://www4.wccnet.edu/student-services/studentconnection/financialaid/>

## ADVISING

Please see full-time faculty, Kristine Willmann or Ingrid Ankerson for more information.

## IMPORTANT DATES

Sept 8: Student Drop Deadline (100% Refund)

Sept 11: Last day to adjust schedule to credit or audit status

Oct 20: Last Day for Student Initiated Withdraw

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## COURSE SCHEDULE

### WEEK 1:

08/28

Introduction: Syllabus & Schedule, lab policies, tour Production Center/Library Computer Commons

Intro to Illustrator CC, workspace, panels

Working with basic shapes, lines, paths, anchor points, fill/stroke colors

File naming, saving to Class Folder and Network Transport, general workflow

**Exploration 1: Character Illustration (DUE 09/06) Design your own "avatar" character from a jpeg file**

Read ch 1, 2

08/30

Work on Exploration 1

Continue with basic shapes, pencil tool, working with layers, colors, swatches, saving colors brushes gradients.

Read ch 3,4

### WEEK 2:

09/04 NO SCHOOL (LABOR DAY)

09/06

**Exploration 1: DUE today!**

Exploration 2: Flower Design (DUE 09/13) Use basic shapes, and other tools to make floral designs.

The pen tool (anchor points, direction handles, paths)

Copy, paste and join a path, layer management, add/subtract/convert points, reshaping, curved

Read ch 6,7,8

**09/08 STUDENT DROP DEADLINE (100% REFUND)**

### WEEK 3:

09/11

Continue Exploration 2

Straight lines, arcs and spirals. Creating open and closed paths,

Geometric objects, rotate/reflect tool, align panel

Transform menu, blend tool, strokes, width tool, shape builder tool.

Read 9, 10, 11

**LAST DAY TO ADJUST SCHEDULE WITH INSTRUCTOR PERMISSION OR CHANGE CREDIT OR AUDIT STATUS**

09/13

**Exploration 2 DUE today!**

Intro to pathfinder & Shapebuilder, advanced pen tool, brush tool, blob brush tool, knife, eraser

Exploration 3: Chinese Cut Paper (DUE 09/20) Create an animal image with high contrast, positive and negative shapes in the style of Chinese Cut-Paper designs.

Read ch 25

### WEEK 4:

09/18

Continue Exploration 3

More pathfinder compound shapes

09/20

**Exploration 3 DUE today!**

Project 1: Portrait Illustration (DUE 10/02) Recreate a photograph of a person using Illustrator tools (not live trace or live paint).

Selection tools, and the pen tool

Work with paths and shapes to define shading and highlights, warp tools, eyedropper, transparency

Read ch 21, 23, 27

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#### WEEK 5:

09/25

Continue Project 1: Portrait Illustration  
Draw behind/inside modes, brushes, gradients.

09/27

Continue Project 1: Portrait Illustration  
Work with color panels—swatch, color guide and color panels.  
Read ch 24

#### WEEK 6:

10/02

**Project 1: due today!**

Exploration 4: Introduction to Effects (DUE 10/11) Use effects to recreate a still-life from a photograph.  
Work with effects, clipping masks, compound paths.

10/04

Continue exploration 4: Effects  
Multiple artboards  
Read/review ch 25, 15

#### WEEK 7:

10/09

Continue exploration 4  
The appearance panel

10/11

**Exploration 4 DUE today!**

Project 2: Pop Art Illustration (DUE 10/25) Creative illustration variations.  
Intro to live trace and live paint.  
Read ch 17, 18, 24

#### WEEK 8:

10/16

Continue Project 2: Pop Art Illustration  
Selection menu, warp tools, eraser and editing tools Smooth Tool, Path Eraser, Eraser and Scissors Tools Select menu

10/18

Continue Project 2: Pop Art Illustration  
Recolor Artwork feature, Gap Detection, Expanding and Releasing, and Recolor Artwork  
Read ch 29

**10/20 LAST DATE FOR STUDENT INITIATED WITHDRAW**

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#### WEEK 9:

10/23

Continue Project 2: Pop Art  
Selection menu, warp tools, eraser and editing tools.

10/25

#### **Project 2: Pop Art DUE today!**

Exploration 5: Gradient Mesh (DUE 11/01) Fine art style with gradient mesh.  
Intro to the gradient mesh tool and 3-D illustration  
Read/review ch 21

#### WEEK 10:

10/30

Continue exploration 5: Gradient Mesh  
Anchor points, direction handles

11/01

#### **Exploration 5: Gradient Mesh DUE today!**

Exploration 6: Text Image (DUE 11/15 ) Use text to create an image.  
Intro to working with text tools in Illustrator  
Read ch 19, 20

#### WEEK 11:

11/06

Continue exploration 6: Text Image  
Envelope distort, general typography

11/08

Continue Exploration 6: Text Image  
Working with the type tool and type sub-tools, paragraphs, tabs, leading, kerning, line spacing  
Read/review ch 28, 6

#### WEEK 12:

11/13

Continue exploration 6: Text Image  
Type on a path, area type, outlined type

11/15

#### **Exploration 6: Text Image DUE today!**

Project 3: Logo Design (DUE 12/02). A real world type experience in creating a logo for a client.  
Design principles, minimalist design, transparency panel  
Read/review ch 25, 12, 14

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**11/20 no class**

**11/23 no class**

#### WEEK 13:

**11/27**

continue Project 3: Logo Design  
Shape builder, Live color, Pathfinder panel

**11/29**

Project 3: Logo Design DUE today!  
Project 4: Poster Design (DUE 12/09 for critique, rework for 12/16). A real world type experience in creating a design for a client.  
Design principles and color theory.

#### WEEK 14:

**12/04**

Continue Project 4: Poster  
Creating and editing text. Live trace, live paint, type transformations

**12/06**

Continue Project 4: Poster  
type on a path, area type, outlined type, paragraphs, tabs, leading, kerning, leading  
Read ch 20

#### WEEK 15:

**12/11**

**Continue Project 4: Poster due today; rework for 12/16**  
Layers, appearance panel, multiple artboards

**12/12**

Continue Project 4: Poster  
Printing, comping, graphic styles  
Read ch 31

#### WEEK 16:

12/18 last class!  
**Project 4: Poster DUE today, final critique**