

ART 142: INTERMEDIATE / ADVANCED DIGITAL IMAGING

Scripps College | Spring 2012
Mondays & Wednesdays | 10:00 a.m. – 12:30 p.m.
Location | Steele 5

Professor | Hollis Cooper
Email | hcooper@scrippscollege.edu
Office & Office Hours | Lang 112 / by appointment

COURSE DESCRIPTION

Adobe software is a suite of art and design programs of many levels and complexities. This course will provide the student with an opportunity to gain an in-depth understanding of Adobe Illustrator and Adobe InDesign through a series of advanced tutorials and assignments. Topics on digital printing, graphic design and contemporary art practice will be discussed in relation to student work. Readings on contemporary digital art and design art practices may be assigned.

The course is presented as a series of foci on various software and the concomitant technical and theoretical texts depending on the student's skill level and interest. Students will complete a series of advanced tutorials, related assignments and relevant readings. They will give a class presentation on a topic related to their area of research and will develop a final project that enhances their learning and challenges their skill level. Separate syllabi will be created for Adobe Illustrator and InDesign. Each student may only focus on one software during the semester.

REQUIRED TEXTS

Illustrator: *Adobe Illustrator CS5 Classroom in a Book*
InDesign: *Adobe InDesign CS5 Classroom in a Book*

You are required to backup your work on an external USB drive. You may use a USB drive that you already own. Your USB drive should have a capacity of 2GB or more.

COURSE PREREQUISITE

Art 141 or equivalent, or permission of instructor.

COURSE OBJECTIVES

This course is designed to enable students to:

- Broaden their knowledge and skill set within Adobe Illustrator or Adobe InDesign
- Create a series of creative projects suitable for a design portfolio
- Explore additional design movements, designers, and contemporary artists that make use of computer-based design

STUDENT LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:

- Demonstrate familiarity with either Adobe Illustrator or Adobe InDesign
- Identify different design movements, designers, and contemporary artists that make use of computer-based design
- Design and execute projects based on specific formal and conceptual guidelines

LAB FEE

Hard copy is available on several classroom printers including 2 Epson printers for color and the laser printer. Color copies will be charged to you at \$1/copy. Large color copies are \$5/ per foot of paper. (Please make checks out to: Scripps College.)

CLASS PARTICIPATION & ATTENDANCE

In order for our class to function at its highest level, each of you must attend class on a regular basis. The class dynamic is dependent upon all of you. Our discussions and critiques will only be as full and useful as your participation and input.

All students are required to attend and participate in all critiques, any field trips, and visits by guest artists. You are also required to attend three outside-of-class art-related events and turn in a one-page summary of each of them (hard copy or e-mail) for credit.

You are allowed to miss one class without any penalty. Any absences beyond one class session must be accompanied by a doctor's/Dean's note or will be recorded as "-2" from the points possible in the attendance portion of the grade. You can also makeup up to 2 missed class sessions by attending an outside art-related event and submitting a one-page summary of it within one week of the missed class.

GRADING

In this course, you will complete a series of technical exercises, several more-developed creative projects, a presentation on a digital artist or designer, three one-page summaries of art-related events outside the classroom, and a comprehensive final project. You will be evaluated on how your work demonstrates original and creative solutions to assignments, as well as the completion of assigned exercises and tutorials by the specified due dates. Individual contribution to class exercises, discussions, critiques, and projects are all taken into account. Grades are based on attendance/participation and completion of assignments in ways that indicate personal development, both technically and conceptually.

Failure to meet any of the outlined expectations will have an adverse effect on grades. Detailed descriptions of what is expected for successful completion of each assignment

CRITIQUES

The purpose of the critique process is to provide you with an opportunity to develop skills in talking about your work and to grow as an artist or designer through the shared critical insight of your peers. Feedback should clearly concentrate on the evaluated work's strengths and its weaknesses, and how it addresses the assignment criteria. It is important that critiques of one's work are given with the highest degree of integrity, tact, and good grace.

CLASSROOM POLICIES & EXPECTATIONS

- During class, all cell phones must be turned off or set to vibrate. No phone calls or texting in the classroom, please.
- All assignments must be completed by their due date. No late work will be critiqued. Assignment due dates appear on the Course Outline, and will be distributed on additional sheets.
- You are expected to work on no other course material during class time.
- You are required to back up your work on an external USB drive.

will be provided on separate sheets. Late work will be penalized. **You will have the opportunity to revise assignments that were turned in on time for a better grade.**

Your grade point total will be recorded on a separate sheet, and will be provided to you at various points during the semester. Grading point equivalents are determined by dividing the total points earned for each assignment by 3, depending on the track.

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|--------|----|-------|----|
| 93-100 | A | 73-76 | C |
| 90-92 | A- | 70-72 | C- |
| 87-89 | B+ | 67-69 | D+ |
| 83-86 | B | 63-66 | D |
| 80-82 | B- | 60-62 | D- |
| 77-79 | C+ | 00-59 | F |

DUE DATES

- Critique dates are noted on the class outline.
 - All assignments should be completed and ready to critique by the first critique date listed for that assignment.
 - *C/B* lessons should be completed by the first critique date listed after the lesson on the Course Outline. For example, Lessons 1-5 (Illustrator) and 1-6 (InDesign) must be completed by the first critique date on September 28. Lessons 6-9 (Illustrator) and 7-10 (InDesign) are due by the second critique date on October 19.
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ADDITIONAL INFORMATION

Storage Folders

- The majority of the course is kept in the ART > SHARE folder.
- The ART142 Drop folder will only be used as assigned.
- The ART > HOME folder is where you will set up and store your own work.
- Always work on your files from the desktop, never from the server itself.
- Always be sure to copy your work back to Artstorage or your external USB drive before logging off!

Server Access

You can access the server from outside the classroom and drag files to or from your own desktop.

On a Mac:

1. Click GO > CONNECT TO SERVER
2. Enter the server address as
afp://artstorage.scrippscollege.edu
3. The username and password is the same as your login password.

On a PC:

1. The process for a PC is a little more complex but there is a clear guide available at:
<http://www.scrippscollege.edu/campus/it/pdf/netstorage-access.pdf>

Additional Resources

Throughout the course we will look at various digital art works. If you find something that appeals to you and that you think is relevant to what we are discussing, please share your finds with the class so we can all learn and expand our knowledge base. Examples might include tutorial websites, presentation guides, action scripts, blogs, etc.

PRESENTATION GUIDELINES

Each student will research a digital artist, designer, or design movement that appeals to them, and create a 10-minute PowerPoint presentation for the class.

First, give a brief history of your subject and outline their importance in the design world. Think about the way in which artist or designer blends creativity with practicality and function, and talk about why their work or approach appeals to you specifically. How do you see their influence functioning within your ART 142 projects? Feel free to present on a designer outside of the field of graphic design, such as a specific architect, furniture or fashion designer—even an art movement—but be sure to connect your focus to the themes and methods being applied in the class. There will be a sign-up sheet for presentation times on the second day of class.

COURSE OUTLINE

| | Illustrator Track | InDesign Track |
|---------------|---|--|
| Week 1 | | |
| Jan 18 (Weds) | Intro + Course info | Intro + Course info |
| Week 2 | | |
| Jan 23 (Mon) | CIB Lesson 1: Getting to Know the Work Area CIB Lesson 2: Selecting and Aligning Presentation sign-up | CIB Lesson 1: Introducing the Workspace CIB Lesson 2: Getting to Know InDesign Presentation sign-up |
| Jan 25 (Weds) | CIB Lesson 3: Creating and Editing Shapes | CIB Lesson 3: Setting Up a Document and Working with Pages |
| Week 3 | | |
| Jan 30 (Mon) | CIB Lesson 4: Transforming Objects | CIB Lesson 4: Working with Objects |
| Feb 1 (Weds) | CIB Lesson 5: Drawing with the Pen and Pencil Tools | CIB Lesson 5 & 6: Text |
| Week 4 | | |
| Feb 6 (Mon) | Work on Assignment 1 | Work on Assignment 1 |
| Feb 8 (Weds) | Work on Assignment 1 | Work on Assignment 1 |
| Week 5 | | |
| Feb 13 (Mon) | Assignment 1 Critique CIB Lesson 6: Color and Painting | Assignment 1 Critique CIB Lesson 7: Working with Typography |
| Feb 15 (Weds) | Assignment 1 Critique CIB Lesson 7: Working with Type | Assignment 1 Critique CIB Lesson 8: Working with Color |
| Week 6 | | |
| Feb 20 (Mon) | CIB Lesson 8: Working with Layers | CIB Lesson 9: Working with Styles |
| Feb 22 (Weds) | CIB Lesson 9: Working with Perspective Drawing | CIB Lesson 10: Importing and Modifying Graphics |
| Week 7 | | |
| Feb 27 (Mon) | Work on Assignment 2 | Work on Assignment 2 |
| Feb 29 (Weds) | Work on Assignment 2 | Work on Assignment 2 |
| Week 8 | | |
| Mar 5 (Mon) | Assignment 2 Critique CIB Lesson 10: Blending Colors and Shapes | Assignment 2 Critique CIB Lesson 11: Creating Tables |
| Mar 7 (Weds) | Assignment 2 Critique CIB Lesson 11: Working with Brushes | Assignment 2 Critique CIB Lesson 12: Working with Transparency CIB Lesson 13: Output (optional) |

Week 9

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| Mar 12 (Mon) | SPRING BREAK CIB Lesson 12: Applying Effects | SPRING BREAK CIB Lesson 14: Interactive Documents |
| Mar 14 (Weds) | SPRING BREAK | SPRING BREAK |

Week 10

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| Mar 19 (Mon) | CIB Lesson 13: Applying Appearance Attributes and Graphic Styles | CIB Lesson 15: Working with Long Documents |
| Mar 21 (Weds) | CIB Lesson 14: Working with Symbols | Online tutorial: Creating ePub files |

Week 11

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| Mar 26 (Mon) | Work on Assignment 3 | Work on Assignment 3 |
| Mar 28 (Weds) | Work on Assignment 3 | Work on Assignment 3 |

Week 12

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| Apr 2 (Mon) | Assignment 3 Critique CIB Lesson 15: Combining Illustrator with Other Programs (optional) | Assignment 3 Critique Color Management |
| Apr 4 (Weds) | Assignment 3 Critique Final Project Planning | Assignment 3 Critique Final Project Planning |

Week 13

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| Apr 9 (Mon) | Final Project Planning Written proposal due | Final Project Planning Written proposal due |
| Apr 11 (Weds) | Work on Final Project | Work on Final Project |

Week 14

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| Apr 16 (Mon) | One-on-one reviews Work on Final Project | One-on-one reviews Work on Final Project |
| Apr 18 (Weds) | Work on Final Project | Work on Final Project |

Week 15

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| Apr 23 (Mon) | Final Project Critique | Final Project Critique |
| Apr 25 (Weds) | Final Project Critique | Final Project Critique |

Week 16

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| Apr 30 (Mon) | Revised Final Projects Due | Revised Final Projects Due |
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This syllabus is a living document, and may change. If changes are made, a new course outline will be distributed.