DART G135: DIGITAL ILLUSTRATION: ADOBE ILLUSTRATOR

Item	Value
Curriculum Committee Approval Date	11/05/2024
Top Code	061460 - Computer Graphics and Digital Imagery
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S), • Pass/No Pass (B)

Course Description

Formerly: Introduction To Adobe Illustrator This course provides an introduction to digital illustration and 2D graphics. Students will use the latest versions of industry-standard software such as Adobe Illustrator to create vector-based artwork. The class will utilize the digital tools of the software to create simple platonic shapes that will serve in the building of more complex 2D graphics in continuing projects. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Course outcomes
2. Demonstrate ability to use computer drawing and paint programs in the creation of vector-based artwork.
3. Distinguish between the different types of drawing and paint applications to increase productivity on assigned projects.
4. 3 Integrate principles of graphic design and the theory of typography within each project to create professional looking graphics.
5. Use specialized terminology of the software in presenting work during critiques.

Course Objectives

- 1. Differentiate between Vector artwork and Pixel-based artwork
- 2. Create a well designed layout, logo, or other design materials for print or web.
- 3. Use Adobe Illustrator's drawing tools to work with shapes, type, layers, effects and styles.
- 4. Determine file formats for various usages when saving and exporting Adobe Illustrator files.

Lecture Content

Overview of Adobe Illustrator Getting started Working with templates and artwork Using scanned images Opening documents Planning your artwork Correcting mistakes Closing documents Naming documents Choosing a preview format Saving documents and quitting Viewing Documents Looking at the working area Scrolling a document Magnifying and reducing with the zoom tool Displaying documents Fitting documents in the window Restoring documents to actual size Displaying multiple views of one document Viewing the template and artwork Previewing printed output Managing multiple windows Displaying the clipboard Managing the toolbox Showing and hiding the toolbox Moving the toolbox Drawing Paths Defining paths Working with paths Choosing a drawing tool Drawing with the freehand tool Drawing with the auto trace tool Drawing with the pen tool Drawing with two tools Adding segments to existing open paths Managing the toolbox Drawing Rectangles and Ovals Drawing rectangles and squares Drawing ovals and circles Selecting objects Using the selecting tool (clicking and dragging the marquee) Grouping and ungrouping objects Locking and unlocking objects Hiding and showing objects Using Type Working with type (entering, editing, painting) Understanding type attribute Setting type attributes Adjusting Paths Moving anchor points Adding anchor points Joining endpoints Averaging a nchor points Splitting paths with the scissors tool Adjusting paths while drawing them Redrawing segments Moving Objects Moving objects to a new location Moving objects horizontally, vertically, or diagonally Moving objects to the center of the window Moving objects in front or in back of other objects Sending objects to the front or back Moving objects to specific distance and direction Deleting Objects Deleting objects temporarily Deleting objects permanently Deleting all objects Undoing a deletion Transforming Objects Choosing and using a transformation tool Using the scale tool Scaling by dragging Using the rotate tool Using the reflect tool Using the shear tool Using the blend tool Repeating transformations Measuring and Constraining Using the measure tool Rotating the x and y axes Using the rulers Setting the unit of measure Changing the ruler's origin Setting Curser key Distance Setting Snap To Point Using Paint Tools Understanding the painting order Previewing as you paint Painting paths Looking at the current paint attributes Setting the paint attributes Setting fill attributes Setting stroke and line attributes Painting with patterns Transforming patterns Masking Objects Using Patterns Creating patterns Pasting patterns Renaming patterns Deleting patterns Previewing patterns Understanding pattern tiling Understanding pattern availability Printing Doc uments Understanding tiling Tiling documents into pages Adjusting the page grid Setting up pages Printing

Lab Content

Explore the different types of documents that can be created in Illustrator for print or web. Apply color in CMYK and RGB color modes. Create, scale and manipulate shapes. Add color with fill and stroke, and apply linear and radial gradients. Use the Pen tool and Curvature tools to create shapes. Explore preset brushes and create your own custom brushes. Create basic paths which can be used to trace an image. Add text and adjust its size, style and formatting. Distort shapes and type, and add perspective with the Free Transform tool. Manipulate lines or shapes gradually with the Blend tool. Merge shapes with the Pathfinder and Shape Builder tools. Use masks on shapes or text, and opacity masks for gradients and highlights.

Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)

- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

Reading Assignments
Varied text book readings Web based articles

Writing Assignments
Students will write project briefs Students will write case study reports

Out-of-class Assignments
Reserach and collect fonts Create a personal font library Collect digital images Create a personal library of digital images

Demonstration of Critical Thinking
1.Understand sophisticated drawing and paint applications terminology and apply this specialized vocabulary when using different computer applications software. 2.Analyze, compare, and select the most effective tools in a sophisticated graphics program to design original graphics for use in business advertising and design. 3.State the differences and similarities as well as the advantages and disadvantages inherent in the use of different types of tools in sophisticated software. 4.Become proficient in the selection and use of type in headlines, sub-headlines, and body copy.

Required Writing, Problem Solving, Skills Demonstration
Satisfactory completion of job simulation projects which apply the computer applications skills needed to use sophisticated paint, drawing, and text software applications.

Eligible Disciplines
Art: Master's degree in fine arts, art, or art history OR bachelor's degree in any of the above AND master's degree in humanities OR the equivalent. Note: 'master's degree in fine arts' as used here refers to any master's degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the 'Master of Fine Arts' (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Master's degree required. Commercial art (sign making, lettering, packaging, rendering): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience. Graphic arts (desktop publishing): Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience. Multimedia: Any bachelor's degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources
1. Required Gudawin, M. Adobe Illustrator 2024 Guide for Beginners: Mastering Digital Design: The Essential Starter Kit for Adobe Illustrator, ed. Independently published, 2023 Rationale: .

Other Resources
1. Technique guides and class handouts 2. USB storage device or external hard drive