COURSE OUTLINE

Art 133
Digital Illustration

Catalog Statement

ART 133 is a beginning level digital illustration course. Students explore illustration style, problem solving, and the creative use of Adobe Illustrator on the Macintosh computer. Students create projects using course information. The course covers various problem solving methods, appropriate solutions for spot illustrations, and basic Illustrator tools: palettes, creating and converting anchor points, creating and reshaping paths, basic coloring, gradients, layers, and creating, styling, and editing type.

Total Lecture Units: 2.0
Total Laboratory Units: 1.0
Total Course Units: 3.0

Total Lecture Hours: 32.0
Total Laboratory Hours: 48.0
Total Laboratory Hours To Be Arranged**:** 0.0
Total Faculty Contact Hours: 80.0

 Recommended preparation: ART 150 or equivalent.

Course Entry Expectations

Prior to enrolling in the course, the student should be able to:
- observe and accurately render three-dimensional objects on a two-dimensional surface;
- create drawings that demonstrate the basic principles of spatial illusion;
- utilize lines and mark making in drawing;
- organize spaces within a drawing according to principles of design.

Course Exit Standards

Upon successful completion of the required coursework, the student will be able to:
- exhibit a basic understanding of various problem-solving methods;
- create a high contrast black and white illustration;
- create an illustration using values of black and white;
- create a one-color illustration;
- create a two-color illustration;
- create a multi-color illustration;

- define basic Illustrator tools;
- create and save new documents and artboards;
- create simple geometric shapes with Illustrator;
- create complex shapes using the pen and pencil tool;
- create and reshape paths;
- control various anchor points;
- control fill and stroke tools for basic color;
- create and control layers;
- create color gradients;
- create compound paths;
- create, style, and edit type.

Course Content   **Total Faculty Contact Hours = 80.0**

Problem Solving **(3 hours)**
    Client Requirements
    User Requirements
    Preliminary non-digital sketches
Illustrator Interface **(2 hours)**
    The toolbox
    Illustrator screen
    Using dialog boxes
    Using palettes
    Units of measure
Illustrator Start-up **(1 hour)**
    Launching Illustrator
    Creating new documents
    Changing artboard dimensions
    Saving artwork
Views **(1 hour)**
    Preview view and outline view
    Navigator palette
    Moving illustration
Color Requirements **(3 hours)**
    High contrast black and white
    Monochromatic
    Two color
    Multicolor

Object Basics **(4 hours)**
      Creating simple geometric shapes
      Deleting shapes
      Selecting and copy objects
      Transforming objects
Draw Complex Shapes **(4 hours)**
      Using the pen and pencil tool
      Creating and converting anchor points
      Creating and reshaping paths
Fill and Stroke Illustrations **(1 hour)**
      Basic coloring
      Creating and modifying fill patterns
Layers **(2 hours)**
      Create various layers
      Activate layers
      Layer options
      Create and edit groups
      Restack, duplicate, and delete layers
Gradients **(1 hour)**
      One color gradient
      Two color gradient
      Multicolor gradient
Gradient Mesh **(6 hours)**
      One color gradient
      Two color gradient
Combine Paths **(1 hour)**
      Create compound paths
      Pathfinder palette
Type **(3 hours)**
      Create type
      Style type
      Edit type
Laboratory Content
      Analysis and application of:
      Existing styles **(7 hours)**
      Design principles **(9 hours)**
      Visual vernacular **(4 hours)**
      Client and user requirements **(7 hours)**
      Creation techniques **(9 hours)**
      Workflow **(6 hours)**
      Presentation techniques **(6 hours)**

Methods of Instruction

The following methods of instruction may be used in the course:

- lectures in the dry lab and the computer lab;
- demonstrations in the dry lab and the computer lab;
- analysis of professionally produced products;
- project handouts.

Out of Class Assignments

The following out of class assignments may be used in the course:
- digital illustration using basic shapes in Adobe Illustrator;
- digital illustration using brushes in Adobe Illustrator;
- digital illustration using gradient mesh in Adobe Illustrator;
- final project that incorporates basic shape, brushes, gradient mesh, and any other techniques discussed in class using Adobe Illustrator.

Methods of Evaluation

The following methods of evaluation may be used in the course:
- work-in-progress presented to the instructor for formative evaluation;
- projects are evaluated for stylistic, conceptual, and technical evaluation by the instructor;
- final examination.

Textbook(s)

Wood, Brian. *Adobe Illustrator CC Classroom in a Book*. 1st Ed. San Jose: Adobe Systems, 2015. Print.
12th Grade Textbook Reading Level. ISBN: 978-0133905656

Student Learning Outcomes

Upon successful completion of the required coursework, the student will be able to:
- develop solutions to assignments incorporating the critical elements of design;
- demonstrate knowledge and technical skills in Digital Illustration.