

Course Outline

COURSE: ART 76 **DIVISION:** 10 **ALSO LISTED AS:**

TERM EFFECTIVE: Spring 2014 **Inactive Course**

SHORT TITLE: DIGITAL ILLUSTRATION

LONG TITLE: Digital Illustration

<u>Units</u>	<u>Number of Weeks</u>	<u>Type</u>	<u>Contact Hours/Week</u>	<u>Total Contact Hours</u>
3	18	Lecture:	2	36
		Lab:	3	54
		Other:	0	0
		Total:	5	90

COURSE DESCRIPTION:

Illustration techniques using computer Bezier curve-based illustration software tools to do diagrams and graphics for use in art, desktop publishing, web graphics, multimedia, and computer presentations. This basic Illustrator course is focused on the technical and historical aspects of digital design and illustration as well as the development of personal artistic expression and visual perception through the use of the digital illustration medium. The course will include lectures and discussions about color, composition and content, computer and illustration program use, printing and presentation techniques. This course has the option of a letter grade or pass/no pass. **ADVISORY:** CSIS 1 or CSIS 2 or equivalent computer experience.

PREREQUISITES:

COREQUISITES:

CREDIT STATUS: D - Credit - Degree Applicable

GRADING MODES

- L - Standard Letter Grade
- P - Pass/No Pass

REPEATABILITY: N - Course may not be repeated

SCHEDULE TYPES:

- 02 - Lecture and/or discussion
- 03 - Lecture/Laboratory
- 04 - Laboratory/Studio/Activity
- 72 - Dist. Ed Internet Delayed

STUDENT LEARNING OUTCOMES:

1. The students will understand the field of digital illustration: its history, career possibilities, the technology, production procedures, and basic principals of design and art.
2. Students will be able to analyze an idea, develop a concept via creating a mockup drawing, and create their vision digitally using the program Adobe Illustrator or comparable illustration program.
3. The student will know the basics of interfacing with other compatible graphics programs.
4. The student will be prepared to create high end graphic design images, save these images as files and print them color correct.
5. The student will be prepared to use a printing service and articulate information that is needed to print a size accurate and color correct image in an appropriate format.
6. Student will be able to produce Web ready graphics.

CONTENT, STUDENT PERFORMANCE OBJECTIVES, OUT-OF-CLASS ASSIGNMENTS

Inactive Course: 03/25/2013

WEEK HOURS CONTENT:

1-2 4 Lecture: Chronological history of computers and illustration. History of digital tools and media.

History of digital illustrators. Digital illustration aesthetics, composition and design elements. Digital illustration and design terminology. Introduction to the Tool Box: Ellipse and rectangle tools, scale, reflect and rotate tools, scissors, pencil, brush and measuring tools, magnifying glass, cropping tool, move tool, etc. Introduction to Palettes. Using the Status Bar. Importing, opening and placing artwork. Tiling artwork. Talking and writing about digital design.

Computer art topics - may include but not limited to:

Art and design, layout, pre-press and printing, etc.

Resolution of images.

6 Lab: Group critique and discussion of various illustration techniques. Practice using Tool Box: ellipse and rectangle tools, scale, reflect and rotate tools, scissor, pencil, brush and measuring tools, magnifying glass, cropping tool, move tools, etc. Practice using the Palettes and Status Bar. Practice importing, opening, and placing artwork.

Out of Class Assignments: Journal review of digital design artworks. Library research or digital illustration. Reading assignments from text and/or handouts on design and illustration history, aesthetics, composition, design elements, terminology

and writing & discussion for critiquing. Read textbook about Tool Box, Palettes, Status Bar, importing, opening and placing artwork.

3-4 4 Lecture: Computer equipment/hardware and peripherals - may include but not limited to: CPU, motherboard, video card, harddrive, CDROM, RAM, floppy drive, zip drive, monitor, keyboard, mouse, scanner, digital camera, etc. Basic operating systems and illustrator program commands. Navigation and mousing techniques for digital illustration. Basic commands for PC and/or MAC platforms. About paths. Using Pens and Brushes. Drawing shapes and graphs. Using rulers, measure tool, guides, grids, selection tools. Grouping, ungrouping, stacking, moving, copying, locking and hiding objects.

Quiz 1.

6 Lab: Practice navigating through the computers system and illustrator program. Practice basic commands. Practice mousing techniques. Practice using The Pen and Brush Tools to create and trace shapes. Practice grouping and ungrouping, stacking, moving, copying, locking and hiding objects. Practice using rulers, measure tool, guides, grids and selection tools.

Out of Class Assignments: Reading assignments from text and/or handouts on computer hardware, peripherals, basic use of illustrator tools and commands. Practice using the computer. Read text about The Pen and Brush Tools. Read text about object manipulation.

5-6 4 Lecture: Using the Transformation Palette, Pathfinder Palette, and Effects menu to modify shapes. Using the Swatches Palette. Introduction to Stroking: outlines, thickening, thinning, Colored, dashed, or make invisible. Introduction to Filling: color, patterns, and gradients. Introduction to Color Palette and Color Picker.

6 Lab: Practice using the Transformation Palette, Pathfinder Palette, and the Effects menu. Practice using the Swatches Palette. Practice using Stroking and Filling. Practice using Color Palette and Picker.

Out of Class Assignments: Reading assignments from text on Transformation Palette, Pathfinder Palette, and Effects menu. Read text about Stroking and Filling, Color Palette, and Picker, and Swatches Palette.

7-8 4 Lecture: Color Management to produce consistent color. Saving and loading custom color settings. Obtaining, installing and updating Color Profiles. Using the Transparency Palette. Working with Gradients, Blends, and Patterns. Creating Opacity Masks. Midterm review.

6 Lab: Practice working with color matching and color management techniques. Practice using Transparency Palette. Practice creating Gradients, Blends, and Patterns.

Out of Class Assignments: Reading assignments from text and/or handouts on Color Management.

Read from text about the Transparency Palette, Opacity Masks, Gradients, Blends, Patterns, and filling objects.

9-10 4 Lecture: Using the Layers Palette. Creating clipping masks. Importing and exporting Adobe Photoshop files. Using Appearance, Attributes, Styles, and Effects.

Midterm Examination and Project and Essay.

6 Lab: Practice organizing and creating images using the Layers Palette. Practice working with clipping paths. Practice importing Adobe Photoshop images into Illustrator. Practice using Appearance, Attributes, Styles, and Effects.

Out of Class Assignments: Reading assignments from text and/or handouts about the Layers Palette, clipping masks, working with Adobe Photoshop image in Illustrator and using Appearance, Attributes, Styles, and Effects.

11-12 4 Lecture: Working with Bitmap Images. Using Filters and Filter Effects. Creating Halftones. Using Type. Painting Type. Transforming Type. Creating Letterforms. Editing Type.

6 Lab: Practice using Filters and Filter Effects. Practice creating halftones. Practice using the Type Tool. Practice creating and editing Type and Letterforms.

Out of Class Assignments: Reading assignments from text and/or handouts on using Filters, creating halftones, using, creating, and editing Type and Letterforms.

13-14 4 Lecture: Preparing Web graphics. Working with the Color Table. Optimizing files for the Web. Saving files. About graphic file formats.

6 Lab: Practice making and working with Web graphics. Practice working with different file formats.

Out of Class Assignments: Reading assignments from text and/or handouts on Web graphics, Color Tables, optimizing files, saving files, and graphic file format.

15-16 4 Lecture: Printing. Using Adobe PressReady. Improving printer performance. Producing color separations step by step. Saving and printing separations.

Quiz 2.

6 Lab: Practice printing techniques. Practice using Adobe PressReady. Practice creating and printing color separations.

Out of Class Assignments: Reading assignments from text

and/or handouts on printing, using Adobe PressReady, creating, saving and printing color separations.

17 4 Lecture: Automating tasks in Illustrator. Creating, recording, and saving Actions. Editing Actions.

6 Lab: Practice creating, recording and saving Actions. Practice Editing Actions.

Out of Class Assignments: Reading assignments from text and/or handouts about creating, editing, recording and saving Actions.

18 4 Final Examination and Project / discussion and critique.

ASSIGNMENTS:

See above.

COURSE OBJECTIVES:

Weeks 1-2

Students can identify illustration processes.

Students can identify illustration and design artists.

Students can interpret and analyze computer illustrated images.

Students can discuss and critique computer illustrated images.

Student can effectively draw simple illustrations using the Tool Box.

Students can change resolution and select appropriate resolution.

Weeks 3-4

Students can identify computer hardware and formats.

Students can identify peripherals.

Students can demonstrate navigation and mousing techniques.

Students can properly turn on and shut down the computer.

Students can create folders, save documents, and open and close files.

Students can open the digital application and create a new file.

Student can use The Pen and Brush Tools to create and trace shapes.

Student can manipulate and change objects.

Weeks 5-6

Students can Transform shapes and objects.

Students can identify and demonstrate the Color Palette and Picker.

Students can choose and apply color.

Student can apply a variety of Strokes and fills.

Student can manage colors and gradients through the use of the Swatches Palette.

Weeks 7-8

Students manage color and color matching.

Students will learn to create varied Transparencies.

Student can fill objects with Gradients, and Patterns.

Weeks 9-10

Students can organize design elements and composition using layers.

Students can import Adobe Photoshop files into Illustrator.

Students can change the way their artwork looks using Appearance, Attributes, Styles, and Effects.

Weeks 11-12

Students can create effects with the use of filters.

Students can create halftone.

Students can use the Type tool and create and edit Type and Letterforms.

Weeks 13-14

Students can create Web Graphics.

Students can effectively use the Color Tables for Web color use.

Students can identify and explain graphic file formats.

Students can appropriately choose and save various file formats.

Weeks 15-16

Students can print artwork.

Students can use Adobe PressReady to assist them in proper output.

Students can create, save and print color separations.

Week 17

Students can batch process tasks by creating, recording, editing and saving Actions.

METHODS OF INSTRUCTION:

Lecture, use of data projector to view illustration images, computer demonstration, web examples.

METHODS OF EVALUATION:

The types of writing assignments required:

Written homework

The problem-solving assignments required:

Homework problems

Lab reports

Quizzes

Exams

The types of skill demonstrations required:

Class performance

Performance exams

The types of objective examinations used in the course:

Multiple choice

True/false

Matching items

Completion

Other: describe artistic elements of viewed images,

Other category:

None

The basis for assigning students grades in the course:

Writing assignments: 5% - 20%

Problem-solving demonstrations: 10% - 40%

Skill demonstrations: 30% - 50%

Objective examinations: 10% - 40%

Other methods of evaluation: 0% - 0%

REPRESENTATIVE TEXTBOOKS:

Required:

Christiane Paul, "Digital Art (World of Art)", Thames & Hudson, 2003, or other appropriate college level text.

ISBN: 0500203679

Reading Level of Text: 12, Verified by: dvt

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 200170

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200170

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: A

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: ART

CSU Crosswalk Course Number: 76

Prior to College Level: Y

Non Credit Enhanced Funding: N

Funding Agency Code: Y

In-Service: N

Occupational Course: D

Maximum Hours:

Minimum Hours:

Course Control Number: CCC000117346

Sports/Physical Education Course: N

Taxonomy of Program: 061460