

Course Outline

COURSE: DM 76 **DIVISION:** 50 **ALSO LISTED AS:** CSIS 76

TERM EFFECTIVE: Spring 2016 **CURRICULUM APPROVAL DATE:** 10/26/2015

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:	3	54
		Lab:	0	0
		Other:	0	0
		Total:	3	54

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, animation, 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. This course is also listed as CSIS 76. **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
- 05 - Hybrid
- 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 principles of design and art.

Measure: Test/Quiz, Projects, Report

PLO: 1

ILO: 2, 3, 5, 7

GE-LO: A2, C1

Year assessed or anticipated year of assessment: 2016

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.

Measure: Project, demonstration

PLO: 1, 3

ILO: 2, 5, 7

GE-LO: C2, E1

Year assessed or anticipated year of assessment: 2016

3. The student will know the basics of interfacing with other compatible graphics programs.

Measure: Test, project

PLO: 1

ILO: 2, 3,

GE-LO: B3, B7

Year assessed or anticipated year of assessment: 2016

4. The student will be prepared to create high end graphics design images, save these images as files and print them color correct.

Measure: Presentation

PLO: 1, 3

ILO: 2, 5, 7

GE-LO: C2

Year assessed or anticipated year of assessment: 2016

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.

Measure: Presentation and report

PLO: 1, 3

ILO: 2, 3, 7

GE-LO: A1,

Year assessed or anticipated year of assessment: 2016

6. Student will be able to produce Web ready graphics.

Measure: Project presentation

PLO: 1, 3

ILO: 2, 3, 5

GE-LO: C1, D1, F1

Year assessed or anticipated year of assessment: 2016

PROGRAM LEARNING OUTCOMES:

After completing the A.A. degree or Certificate of Achievement in Digital Media you will:

PLO-1 analyze the relationship of aesthetics, content, user needs and/or interactivity of projects suitable for implementing and using digital media or order to synthesize a design, produce development guidelines incorporating techniques such as storyboards and flow charts and render their design using good design principles and contemporary digital technology.

PLO-2 be able to perform and communicate ideas within a team environment and contribute significant work related to their option area of study.

Option in Digital Art and Imaging—

PLO-3 After completing this option you will demonstrate an ability to use Digital Media technology and concepts to design, produce, and integrate aesthetically pleasing 2D/3D visual and animated material for film, video, web pages, CD/ DVDs, video games or digital print.

Option in Digital Audio/Video—

Program Learning Outcomes:

After completing this option you will be able to:

PLO-4 create and produce time-based visual art and sound.

PLO-5 analyze project definitions (including scripts or storyboards) in order to (using digital technology) creatively and logically edit video; design sound and motion graphics for broadcast or to be incorporated into web sites, CD/DVDs, video/film, video games, or cell phones.

Option in Interactive Media—

After completing this option you will be able to:

PLO-6 analyze requirements and proposals for an interactive project.

PLO-7 describe the relationship of content elements and synthesize aesthetic interactive projects such as video games, web sites, CD/DVD, educational multimedia, or interactive TV in line with current theories in human cognition.

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

Curriculum Approval Date: 10/26/2015

WEEK HOURS CONTENT: 1-2 6 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 tools, 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. Group critique and discussion of various illustration techniques.

Out of Class Assignments: Use 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. to draw a modern looking building. Practice using the Palettes and Status Bar. Practice importing, opening, and placing artwork. Journal review of digital design artworks. Library research on digital illustration. Reading assignments from text and/or handouts on design and illustration history, aesthetics, composition, design elements, terminology and writing and discussion for critiquing. Read textbook or watch video demonstrations about Tool Box, Palettes, Status Bar, importing, opening and placing artwork.

3-4 6 Lecture: Computer equipment/hardware and peripherals - may include but not limited to: CPU, motherboard, video card, hard drive, DVD/BluRay, RAM, floppy drive, zip drive, monitor, keyboard, mouse, scanner, digital camera, etc. Basic operating systems and illustrator program commands. Navigation using mouse and pen/tablet techniques for digital illustration. Basic commands for PC and/or MAC platforms. About Paths. Using illustrator Pen and Brush tools. Drawing shapes and graphs. Using rulers, measure tool, guides, grids, and selection tools. Grouping, ungrouping, stacking, moving, copying, locking and hiding objects. Quiz 1

Out of Class Assignments: Practice navigating through the computer's system and illustrator program. Practice basic commands. Use either the mouse and pen/tablet with Illustrator's Pen and Brush Tools to create, draw, and trace a found image. Practice grouping, ungrouping, stacking, moving, copying, locking and hiding objects. Practice using rulers, measure tool, guides, grids, and selection tools. Reading assignments from text and/or handouts on computer hardware, peripherals, basic operating systems, navigation and mouse techniques. Practice basic use of illustrator tools and commands. Practice using the

computer. Read text or watch video demonstrations about The Pen and Brush Tools. Read text or watch video demonstrations about object manipulation.

5-6 6 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.

Out of Class Assignments: Use the Transformation Palette, Pathfinder Palette, and the Effects menu to enhance the drawing of building. Using the Swatches Palette, Color Palette and Color Picker Stroke and Fill in color detail of the building. Read assignments from text or watch video on Transformation Palette, Pathfinder Palette, and Effects menu. Read text or watch video demonstrations about Stroking and Filling, Color Palette and Picker, and Swatches Palette.

7-8 6 Lecture: Color Management to produce consistent color. Color profiles explained. 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. Group Critique of building project.

Out of Class Assignments: Use color matching and color management techniques to enhance a drawing. Practice using Transparency Palette. Draw a figure with clothing demonstrating the use of Gradients, Blends, and Patterns to create textures, highlights, and shadows. Read or watch video demonstrations and handouts on Color Management. Read from text or watch video demonstrations about the Transparency Palette, Opacity Masks, Gradients Blends, Patterns and filling objects.

9-10 6 Using the Layers Palette. Creating clipping masks. Importing and exporting Adobe Photoshop files. Using Appearance, Attributes, Styles, and Effects to create value, texture, depth, and weight. Midterm Examination, and Essay.

Out of Class Assignments: Using the Layers Palette, composite the figure in with the building/environment. Add a Title to the building using clipping paths so it looks like an engraved sign. Import Photoshop images into Illustrator composite. Using Appearance, Attributes, Styles and Effects, work on the final composite to enhance the reality of the image. Read text or watch video assignments. Read the handouts about the Layers Palette, clipping masks. Watch video demonstration about working with a Photoshop image in Illustrator and using Appearance, Attributes, Styles, and Effects.

11-12 6 Lecture: Working with Bitmap Images. Using Filters and Filter Effects. Creating Halftones. Using Type. Painting Type. Transforming Type. Creating Letterforms. Editing Type. Group critique of the compositing project.

Out of Class Assignments: Use Filters and Filter Effects, the Type Tool, and create and edit Type and Letterforms to produce a 60's Music poster in 60's style. Export with Halftones for printing. Read text and/or handouts or watch the video demonstrations on using Filters, creating Halftones, using, creating and editing Type and Letterforms. Do a Google search to find articles and images representing the 60's movement in San Francisco. Write a report about what constitutes the style of a 60s concert poster.

13-14 6 Lecture: Preparing Web graphics. Working with the Color Table. Optimizing files for the Web. Saving files. Standard graphic and movie file formats for the web, smart phone and tablets. Fundamentals of cel animation.

Out of Class Assignments: Prepare your 60's poster for the Web. Practice working with different file formats. Read text assignments or watch video demonstrations a on HTML 5 Web graphics, color Tables, Optimizing files, saving files, and standard image file formats. Merge all the elements of an object in the 60's poster and animate that layer using virtual cel animation techniques to create a more contemporary living poster. Use the animation techniques presented in class. Incorporate the poster in a web page smartphones and a HD video.

15-16 6 Using Adobe PressReady. Improving printer performance. Producing color separations step by step. Saving and printing separations. Quiz 2. Critique of the 60's animated poster.

Out of Class Assignments: Use Adobe PressReady to prepare your 60's poster or other project for 4 color printing. Create the color separations. Read text assignments and/or handouts or watch video demonstrations on printing, using Adobe PressReady, creating, saving and printing color separations.

17 3 Lecture: Automating tasks in Illustrator. Creating, recording, and saving Actions. Editing Actions.

Out of Class Assignments: Practice creating, recording and saving Actions. Practice Editing Actions. Read text assignments and/or handouts or video demonstrations about creating, editing, recording and saving Actions.

18 2 Final Examination and Project / Discussion and critique.

COURSE PERFORMANCE OBJECTIVES:

Weeks 1-2

Students can identify illustration processes.

Students can identify illustration and design artists.

Students can interpret and analyze computer generated illustrations images.

Students can discuss and critique computer illustrated images. Students 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 navigator, mouse, and pen/tablet techniques.

Students can properly turn on and shut down a computer.

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

Students can open the digital application and create and trace shapes.

Student can manipulate and change objects.

Weeks 5-6

Students can transform shape 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.

Students 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 a halftone.

Students can manipulate or create 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

Students can use cel animation techniques to create web banners or video animation.

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 actions.

Week 18

Students will be able to present and explain their semester's material in a professional fashion.

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 3rd edition (World of Art). Thames & Hudson, Thames & Hudson, 2015. Or other appropriate college level text.

ISBN: ISBN-10: 0500204233, ISBN-13: 978-0500204238

Reading level of text, Grade: 13+ Verified by: Robert Beede

Other textbooks or materials to be purchased by the student: Recommended Video tutorials from Lynda.com

ARTICULATION and CERTIFICATE INFORMATION

Associate Degree:

GAV C1, effective 200430

CSU GE:

IGETC:

CSU TRANSFER:

Transferable CSU, effective 200430

UC TRANSFER:

Not Transferable

SUPPLEMENTAL DATA:

Basic Skills: N

Classification: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department: DM

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: CCC000369854

Sports/Physical Education Course: N

Taxonomy of Program: 061460