

Course Outline

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

TERM EFFECTIVE: Spring 2021 **CURRICULUM APPROVAL DATE:** 12/8/2020

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. This 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 DM 76.

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
- 71 - Dist. Ed Internet Simultaneous
- 72 - Dist. Ed Internet Delayed

STUDENT LEARNING OUTCOMES:

By the end of this course, a student should:

1. 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.
2. Explain the basics of interfacing with other compatible graphics programs.
3. Create and produce high end Web ready graphics design images, save these images as files and print them color correct.

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

Curriculum Approval Date: 12/8/2020

6 Hours

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.

Student Performance Objectives: Discuss the field of digital illustration: its history, career possibilities, the technology, production, procedures, and basic principles of design and art. Identify the illustration processes. Identify illustration and design artists. Interpret and analyze computer generated illustrations images. Discuss and critique computer illustrated images. Effectively draw simple illustrations using the Tool Box. Change resolution and select appropriate resolution.

6 Hours

Lecture: Computer equipment/hardware and peripherals - may include but not limited to: CPU, motherboard, video card, hard 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.

Student Performance Objectives: Identify computer hardware and formats. Identify peripherals. Demonstrate navigator, mouse, and pen/tablet techniques. Properly turn on and shut down a computer. Create folders, save documents, and open and close files. Open the digital application and create and trace shapes. Manipulate and change objects.

6 Hours

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.

Student Performance Objectives: Transform shape and objects. Identify and demonstrate the Color Palette and Picker. Choose and apply color. Apply a variety of Strokes and Fills. Manage colors and gradients through the use of the Swatches Palette.

6 Hours

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.

Student Performance Objectives: Manage color and color matching. Create varied Transparencies. Fill objects with Gradients, and Patterns.

6 Hours

Lecture: 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.

Student Performance Objectives: Organize design elements and composition using layers. Import Adobe Photoshop files into Illustrator. Change the way their artwork looks using Appearance, Attributes, Styles, and Effects.

6 Hours

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.

Student Performance Objectives: Create effects with the use of filters. Create a halftone. Manipulate or create Type and Letterforms.

6 Hours

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.

Student Performance Objectives: Create Web graphics. Effectively use the Color Tables for Web color use. Identify and explain graphic file formats. Appropriately choose and save various file formats. Use cel animation techniques to create web banners or video animation.

6 Hours

Lecture: Improving printer performance. Producing color separations step by step. Saving and printing separations. Quiz 2. Critique of the 60's animated poster.

Student Performance Objectives: Print artwork. Create, save, and print color separations.

4 Hours

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

Student Performance Objectives: Batch process tasks by creating, recording, editing actions. Present and explain their semester's material in a professional fashion.

2 Hours

Final Examination and Project / Discussion and Critique.

METHODS OF INSTRUCTION:

Lecture, demonstration, discussion, guided practice.

OUT OF CLASS ASSIGNMENTS:

Required Outside Hours: 36

Assignment Description:

Read text and study for quiz and exam.

Required Outside Hours: 72

Assignment Description:

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.

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.

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.

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.

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.

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 60's concert poster.

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.

Out of Class Assignments: 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.

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.

METHODS OF EVALUATION:

Writing assignments

Percent of total grade: 10.00 %

Writing assignments: 5% - 20% Written homework

Problem-solving assignments

Percent of total grade: 30.00 %

Problem-solving demonstrations: 20% - 40% Homework problems, Quizzes, Exams

Skill demonstrations

Percent of total grade: 50.00 %

Skill demonstrations: 40% - 60% Class performance, Performance exams

Objective examinations

Percent of total grade: 10.00 %

Objective examinations: 10% - 40% Multiple Choice, True/False, Matching Items, Completion, Other:

Describe artistic elements of viewed images.

REPRESENTATIVE TEXTBOOKS:

Adobe Classroom in a Book. Adobe Press,2020.

Reading Level of Text, Grade: 12+ Verified by: MS Word

Brian Wood. Adobe Illustrator Classroom in a Book. Adobe Press,2020.

Reading Level of Text, Grade: 12+ Verified by: MS Word

Conrad Chavez and Andrew Faulkner. Adobe Photoshop Classroom in a Book. Adobe Press,2020.

Reading Level of Text, Grade: 12+ Verified by: MS Word

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: Y

Noncredit Category: Y

Cooperative Education:

Program Status: 1 Program Applicable

Special Class Status: N

CAN:

CAN Sequence:

CSU Crosswalk Course Department:

CSU Crosswalk Course Number:

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: CCC000267711

Sports/Physical Education Course: N

Taxonomy of Program: 061460