

CS 71.11C Course Outline as of Fall 2010**CATALOG INFORMATION**

Dept and Nbr: CS 71.11C Title: ADOBE ILLUSTRATOR 3

Full Title: Adobe Illustrator 3

Last Reviewed: 2/28/2005

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	0	17.5	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	61.25
		Contact Total	5.50		Contact Total	96.25
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 166.25

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly: CIS 73.35C

Catalog Description:

Advanced study of Adobe Illustrator graphics for print and web.

Prerequisites/Corequisites:

Course Completion of CS 71.11B (or CIS 73.35B or CIS 73.36 or CIS 83.14B)

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:**Schedule of Classes Information:**

Description: Advanced study of Adobe Illustrator graphics for print and web. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of CS 71.11B (or CIS 73.35B or CIS 73.36 or CIS 83.14B)

Recommended: Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Transfer Credit:

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:		Effective:	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, students will be able to:

1. Create customized Illustrator settings.
2. Compare the 3 levels of color management and properly apply them.
3. Transfer graphic images between Illustrator, Photoshop and InDesign, and determine the best methodology for transfer.
4. Create charts and graphs from numeric data.
5. Design and apply simple actions.
6. Design and apply symbols.
7. Manage Illustrator layers.
8. Analyze graphic file formats (PDF, GIF, JPEG, PNG, Flash and SVG) file formats for print and web.
9. Create web graphics using web safe colors and pixel support.
10. Analyze a web navigational problem and solve it using an image map and Illustrator styles.
11. Correlate the relationship between a Flash animation and an Illustrator blend.
12. Analyze and apply advanced printing techniques for commercial printing.

Topics and Scope:

- I. Illustrator commands and features
 - A. Illustrator file formats: GIF, JPEG, PDF, PNG, SVG and SWF
 - B. Customizing Illustrator with actions, preferences and templates
 - C. Color management
 - D. Advanced text formatting
 1. Working with Open Type fonts and missing fonts
 2. Advanced character and paragraph formatting
 - E. Transferring Illustrator files to InDesign and Photoshop
 - F. Advanced layers: managing layers, opacity masks, targeting and sublayers
 - G. Other: Effects, styles, charts, clipping masks, Appearance palette, scripts, and 3-D mapping

- II. Creating graphics for the web
 - A. Image maps, slice tool, making buttons and Save for Web menu
 - B. Flash graphics and animations
 - C. Understanding SVG graphics
- III. Advanced printing techniques
 - A. Illustrator print features: separations, crop marks, transparency flattening, overprint techniques
 - B. PDF file setting and working with PostScript printers
 - C. Tiling and multiple pages

Assignment:

1. Read approximately 20 pages per week from the textbook
2. Complete 10-15 assignments using Illustrator that demonstrate the outcomes and objectives previously stated
3. Create printed documents and PDF files to complete Illustrator projects
4. Complete 2-4 objective examinations

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments are more appropriate for this course.

Writing
0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems

Problem solving
25 - 60%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances

Skill Demonstrations
15 - 50%

Exams: All forms of formal testing, other than skill performance exams.

Multiple choice

Exams
25 - 60%

Other: Includes any assessment tools that do not logically fit into the above categories.

None

Other Category
0 - 0%

Representative Textbooks and Materials:

Illustrator CS Bible by Ted Alspach and Jennifer Alspach, John Wiley & Sons, 2003.

Real World Adobe InDesign CS by Olav Kvern and David Blatner, Peachpit Press, 2004