#### **GD 53 Course Outline as of Fall 2014**

## **CATALOG INFORMATION**

Dept and Nbr: GD 53 Title: TECH IN ILLUSTRATOR

Full Title: Design Techniques in Illustrator

Last Reviewed: 10/8/2018

Units		Course Hours per Week	ζ.	Nbr of Weeks	<b>Course Hours Total</b>	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00 Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade Only

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

Also Listed As:

Formerly:

## **Catalog Description:**

An intensive course designed to teach students how to create effective logos, type treatments, illustrations and informational graphics for professional visual communications projects using Adobe Illustrator.

### **Prerequisites/Corequisites:**

Course Completion of CS 72.11A; OR CS 71.11

## **Recommended Preparation:**

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: An intensive course designed to teach students how to create effective logos, type treatments, illustrations and informational graphics for professional visual communications projects using Adobe Illustrator. (Grade Only)

Prerequisites/Corequisites: Course Completion of CS 72.11A; OR CS 71.11

Recommended:

Limits on Enrollment:

Transfer Credit: CSU;

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:** Transferable Effective: Fall 2009 Inactive:

**UC Transfer:** Effective: Inactive:

CID:

# Certificate/Major Applicable:

Both Certificate and Major Applicable

# **COURSE CONTENT**

# **Outcomes and Objectives:**

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

- 1. Create effective logos, type treatments, illustrations and informational graphics for professional visual communications using the tools and features in Adobe Illustrator.
- 2. Modify digitized images and type using Adobe Illustrator tools.
- 3. Use various resources: Internet, Pinterest board or similar web inspiration sharing site, books, journals, scrap files, nature, other design and art disciplines for research for use in design projects.
- 4. Apply design elements: line, shape, space, tone, value, color, and texture effectively to design projects.
- 5. Use graphic design vocabulary, terminology, methodology, and tools correctly.

## **Topics and Scope:**

- 1. Overview of current design and visual communication using Illustrator
- 2. Selecting, stroking and filling
  - a. Selecting
  - b. Strokes, fills and their variables
- 3. Color
  - a. Overview of color dynamics
  - b. Color modes in Illustrator
- 4. Building
  - a. Appearance palette
  - b. Layers and groups
- 5. Transforming
  - a. Transformational tools
  - b. Filters effects and stylizing
- 6. Importing and Tracing
  - a. Scanning and placing
  - b. Live Trace, Live Paint

- 7. Bezier Curves
  - a. Pen tool
  - b. Pencil tool
- 8. More Bezier Curves
  - a. Cutting tools
  - b. Manipulating paths
- 9. Path Manipulations
  - a. Compound paths
  - b. Pathfinders and patterns
- 10. Typography
  - a. Text, text effects
  - b. Sending a file to print
- 11. More Typography
  - a. Choosing typefaces, type contrasts, type refinements and using open type
- b. Creating logos in Illustrator that show an understanding of: visibility, application, distinctiveness, simplicity and universality, retention, color, descriptiveness, timelessness modularity and equity
- 12. Creating Oversized Graphics
  - a. Creating graphics and oversized graphics with impact
  - b. Printing oversized graphics
- 13. Blending
  - a. Styles and blends
  - b. Creating masks
- 14. Illustrator, the Web and Photoshop
  - a. GIFS and JPEG (Graphics Interchange Format and Joint Photographic Experts Group)
  - b. Layers in Photoshop

### **Assignment:**

Assignments may include the following:

- 1. Design journal illustrating examples of commercial design showing Illustrator in action: Logos, type treatments, illustrations, informational graphics
- 2. Eight to twelve lab exercises covering class material
- 3. Weekly reading assignments of 10-15 pages
- 4. T-shirt design
- 5. A sticker set with logo and packaging hanger
- 6. Redesign of some currency
- 7. Map of tourist attractions
- 8. Two color logo and matching business system
- 9. Poster for a cause design; group project
- 10. Concept portfolio to include at least eight thumbnails for each project; roughs, time sheet, budget, work flow form for each project.
- 11. Pinterest board or similar web inspiration sharing site showing examples of t-shirt illustrations, stickers, currency design, maps, spot color logos, and poster design.

#### 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 and skill demonstrations 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.

Lab exercises

Problem solving 20 - 40%

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

T-shirt design; sticker set and packaging hanger, currency redesign, map, business system, poster for a cause, concept portfolio, Pintrest baord project

Skill Demonstrations 40 - 50%

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

Final examination - practical and objective questions.

Exams 15 - 20%

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

Participation in class discussion and critiques.

Other Category 0 - 15%

# **Representative Textbooks and Materials:**

Real World Adobe Illustrator CS6, Golding, Mordy; Peach Pit Press: 2012. Instructor prepared materials