CS 71.11 Course Outline as of Fall 2017

CATALOG INFORMATION

Dept and Nbr: CS 71.11   Title: ADOBE ILLUSTRATOR 1
Full Title: Adobe Illustrator 1
Last Reviewed: 8/14/2023

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	4	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 or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
This course covers the popular graphics software program Adobe Illustrator. Topics include the creation, modification and formatting of vector objects and type, importing/exporting graphics, live effects, and other Illustrator tools.

Prerequisites/Corequisites:

Recommended Preparation:
Completion of CS 5; AND Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: This course covers the popular graphics software program Adobe Illustrator. Topics include the creation, modification and formatting of vector objects and type, importing/exporting graphics, live effects, and other Illustrator tools. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Completion of CS 5; AND Eligibility for ENGL 100 or ESL 100
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: Spring 2011   Inactive:

UC Transfer: Effective: Inactive:

CID:

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Identify Illustrator interface elements.
2. Construct documents utilizing basic vector shapes, text, and raster graphics.
3. Determine the appropriate file format for various usages when saving and exporting Illustrator files.

Objectives:
At the conclusion of this course, the student should be able to:
1. Identify the uses of Illustrator graphics.
2. Differentiate between raster and vector graphics.
3. Contrast the color models RGB (Red-Green-Blue) and CMYK (Cyan-Magenta-YellowblacK) using color theory.
4. Design graphic documents using basic vector shapes and text.
5. Utilize stroke and fill enhancements, including the use of color and gradients.
6. Analyze, create and edit Bezier curves using the pen and direct selection tools.
7. Transform vector objects using appropriate tools.
8. Utilize Pathfinder options and clipping masks with vector objects.
9. Design a document with multiple layers.
10. Evaluate and apply advanced type formatting techniques.
11. Produce various effects and apply to vector objects.
12. Create and apply custom patterns and brush strokes.
13. Analyze file type formats when saving or exporting Illustrator documents.
14. Create graphic styles and symbols for repetitive formatting.

Topics and Scope:

1. Uses of Illustrator graphics
2. Illustrator basics
    a. Vector graphics vs raster images
    b. Color theory: RGB vs CMYK

    c. Paths, segments and anchor points
    d. Manipulating panels
    e. Using the toolbox
    f. Viewing the document
3. Creating an Illustrator document
    a. Reverting to default Illustrator settings
    b. Setting rulers, guides and grids
    c. Saving and printing Illustrator files
    d. Creating a PDF [Portable Document Format] file
    e. Opening a template
    f. Utilizing multiple art boards
4. Illustrator tools
    a. Shapes including rectangle, ellipse, polygon, spiral, star, arc, straight line, and grid
    b. Freehand drawing using the pencil, paintbrush, and blob brush
    c. Creating straight and curved paths with the pen tool
    d. Selection and direct-selection tool
    e. Editing paths with the reshape, erase, smooth, knife, scissors, and pencil tools
5. Transforming objects
    a. Moving, scaling, shearing, reflecting and rotating objects
    b. Using the align panel
    c. Stacking multiple objects
    d. Grouping objects
    e. Free transform tool
    f. Twirling objects
    g. Splitting, splicing, and joining objects
    h. Object path menu
    i. Compound paths
    j. Envelope distort menu
6. Pathfinder
    a. Shape modes
    b. Pathfinder tools
7. Formatting techniques
    a. Applying stroke and fill formatting
    b. Creating and applying gradients
    c. Introduction to effects
    d. Eyedropper and paint bucket tools
    e. Applying color
    f. Using styles
    g. Using transparency
8. Introduction to layers as an organizational tool
9. Creating and editing type
    a. Point type
    b. Path type
    c. Area type
    d. Vertical type
    e. Converting type into vector shapes
    f. Character formatting
    g. Paragraph formatting
    h. Open type formatting
10. Importing and exporting
    a. Exporting Illustrator files to EPS, PDF and raster file formats
    b. Converting vector objects to raster

    c. Importing text and graphic documents into Illustrator
11. Desktop publishing techniques
    a. Managing linked graphics
    b. Creating multiple columns of linked area type
    c. Manipulating and formatting area type
    d. Creating a text wrap
12. Advanced fill and stroke formatting
    a. Gradient mesh tool
    b. Creating custom fill patterns
    c. Creating custom brushes
    d. Creating live blends

Assignment:

1. Reading of approximately 2-10 pages per week from online materials and watching corresponding videos/lectures.
2. Illustrator projects and Ilustrator design problems
3. Creation of printed documents and PDF files.
4. 5 quizzes, 2 exams.
5. Weekly written peer evaluations and class critique.

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.

Written evaluations and critique	Writing 5 - 10%

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

Solutions to Illustrator design problems	Problem solving 30 - 40%

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

Illustrator projects	Skill Demonstrations 30 - 40%

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

5 quizzes, 2 exams	Exams 20 - 30%

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

None	Other Category 0 - 0%

Representative Textbooks and Materials:
Instructor prepared materials
Online resources