GD 53 Course Outline as of Fall 2019

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		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	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 or P/NP
Repeatability:　　00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly:

Catalog Description:
An intensive course on Adobe Illustrator and its uses in the field of graphic design. Students learn the essentials of creating vector images through projects including logo design and digital illustrations, while utilizing essential design principles.

Prerequisites/Corequisites:
Course Completion of CS 71.11

Recommended Preparation:

Limits on Enrollment:

Schedule of Classes Information:
Description: An intensive course on Adobe Illustrator and its uses in the field of graphic design. Students learn the essentials of creating vector images through projects including logo design and digital illustrations, while utilizing essential design principles. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of 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

Approval and Dates

Version:	04	Course Created/Approved:	4/13/2009
Version Created:	1/1/2018	Course Last Modified:	1/2/2021
Submitter:	Summer Winston	Course last full review:	10/8/2018
Version Status:	Approved (Changed Course)	Prereq Created/Approved:	10/8/2018
Version Status Date:	10/8/2018	Semester Last Taught:	Fall 2020
Version Term Effective:	Fall 2019	Term Inactive:	Spring 2021

COURSE CONTENT

Student Learning Outcomes:
At the conclusion of this course, the student should be able to:
1. Use Adobe Illustrator in the completion of vector based design solutions.

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 sites, books, journals, scrap files, nature, other design and art disciplines for research for use in design projects.
4. Apply design elements effectively to design projects.
5. Use graphic design terminology, methodology, and tools correctly.

Topics and Scope:

I. Overview of Current Design and Visual Communication using Illustrator
II. Selecting, Stroking and Filling
III. Color
   A. Overview of color dynamics

B. Importing into Photoshop
C. Importing into InDesign
XVI. 3D Tools

Assignment:

Assignments may include the following:
1. Projects requiring the effective use of Illustrator and fundamental design principles (1 - 6), such
   as:
   a. Design a flyer and/or brochure executed in Illustrator
   b. Fabric design related project, with the potential of getting final designs printed/created
   c. An icon or logo design project based on instructor provided criteria
   d. Redesign of some currency
   e. Design of web based graphics based on criteria outlined by the instructor
   f. Design on an information graphic on a topic outlined by the instructor or selected by the
      student
   g. Social justice poster design for a cause outlined by the instructor or selected by the student
2. In-class assignments/exercises exploring the weeks topic in-depth (1-16), such as:
   a. Worksheets
   b. Tutorial completions
   c. Observation based assignment that requires students to explore, document, and examine
      designs, created in Illustrator
   d. Pen tool bootcamp
   e. Group activities
3. Weekly reading assignments (1 - 50 pages)
4. Participation in class discussion and critiques
5. Exams and/or quizzes (0-16)

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.

Projects requiring the effective use of Illustrator and fundamental design principles	Problem solving 40 - 60%

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

In-class assignments/exercises exploring the weeks topic in-depth	Skill Demonstrations 20 - 40%

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

Exams and/or quizzes	Exams 0 - 20%

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

Participation in class discussion and critiques.	Other Category 5 - 15%

Representative Textbooks and Materials:
Instructor prepared materials

OTHER REQUIRED ELEMENTS

STUDENT PREPARATION

Matric Assessment Required:	X	Exempt From Assessment
Prerequisites-generate description:	A	Auto-Generated Text
Advisories-generate description:	NA	No Advisory
Prereq-provisional:	N	NO
Prereq/coreq-registration check:	Y	Prerequisite Rules Exist
Requires instructor signature:	N	Instructor's Signature Not Required

BASIC INFORMATION, HOURS/UNITS & REPEATABILITY

Method of instruction:	02	Lecture
	71	Internet-Based, Simultaneous Interaction
	72	Internet-Based, Delayed Interaction
Area department:	CS	Computer Studies
Division:	72	Arts & Humanities
Special topic course:	N	Not a Special Topic Course
Program status:	1	Both Certificate and Major Applicable
Repeatability:	00	Two Repeats if Grade was D, F, NC, or NP
Repeat group id:		

SCHEDULING

Audit allowed:	N	Not Auditable
Open entry/exit:	N	Not Open Entry/Open Exit
Credit by exam:	N	Credit by examination not allowed
Budget code: Program:	0000	Unrestricted
Budget code: Activity:	0702	Graphic Design

OTHER CODES

Discipline:	Graphic Arts	
Basic skills:	N	Not a Basic Skills Course
Level below transfer:	Y	Not Applicable
CVU/CVC status:	N	Not Distance Ed
Distance Ed Approved:	Y	Exclusively online or other technology based instruction
Emergency Distance Ed Approved:	Y	Fully Online
		Partially Online
		Online with flexible in-person activities
Credit for Prior Learning:	N	Agency Exam
	N	CBE
	N	Industry Credentials
	N	Portfolio
Non-credit category:	Y	Not Applicable, Credit Course
Classification:	Y	Career-Technical Education
SAM classification:	C	Clearly Occupational
TOP code:	1030.00	Graphic Art and Design
Work-based learning:	N	Does Not Include Work-Based Learning
DSPS course:	N	Not a DSPS Course

In-service: N   Not an in-Service Course