

GD 53 Course Outline as of Spring 2021**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:
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CSU Transfer:	Transferable	Effective:	Fall 2009	Inactive:
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UC Transfer:		Effective:		Inactive:
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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. 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. Color modes in Illustrator
- IV. Building
 - A. Appearance panel
 - B. Layers and groups
- V. Transforming
 - A. Transformational tools
 - B. Filters effects and stylizing
- VI. Importing and Tracing
 - A. Scanning and placing

- B. Live trace, Live Paint
- VII. Bezier Curves
 - A. Pen tool
 - B. Pencil tool
 - C. Cutting tools
 - D. Manipulating paths
- VIII. Libraries
 - A. Capture
 - B. Library options
 - C. Managing libraries
- IX. Path Manipulations
 - A. Anchor points and handles
 - B. Manipulating paths
 - C. Compound paths
 - D. Pathfinders panel and patterns
- X. Typography
 - A. Text
 - B. Text effects
 - C. Type styles
 - D. Choosing typefaces, type contrasts, type refinements and using open type
- XI. Working with Images
 - A. Placing images
 - B. Linked files
 - C. Embedding images
 - D. Manipulating images
 - E. Masking images
- XII. Creating Oversized Graphics
 - A. Creating graphics and oversized graphics with impact
 - B. Printing oversized graphics
- XIII. Blending
 - A. Styles and blends
 - B. Creating masks
 - C. Gradient mesh
- XIV. Panels
 - A. Layers
 - B. Brushes
 - C. Swatches
 - D. Graphic styles
 - E. Symbols
 - F. Transparency
 - G. Color panels
- XV. File Formats and Cross Platform Integration
 - A. GIFS, JPEG, PNG, EPS, PDF
 - 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