**CS 71.11 Course Outline as of Fall 2024**

# 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

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|---|---|
| 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:**
In this course, students will cover the popular graphics software program Adobe Illustrator. Topics include the creation, modification, and formatting of vector objects, basic illustrations, type, importing/exporting graphics, live effects, and other Illustrator tools.

**Prerequisites/Corequisites:**

**Recommended Preparation:**
Completion of CS 5

**Limits on Enrollment:**

**Schedule of Classes Information:**
Description: In this course, students will cover the popular graphics software program Adobe Illustrator. Topics include the creation, modification, and formatting of vector objects, basic illustrations, type, importing/exporting graphics, live effects, and other Illustrator tools. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Completion of CS 5

Limits on Enrollment:
Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

## ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

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|---|---|---|---|---|---|
| **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 for production of digital designs.
2. Construct documents utilizing basic vector paths, digital illustrations, 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 common uses of Illustrator graphics.
2. Differentiate between raster and vector graphics.
3. Contrast the color models RGB (Red-Green-Blue) and CMYK (Cyan-Magenta-Yellow-Black) using color theory.
4. Design graphic documents that incorporate vector shapes and text.
5. Apply stroke and fill characteristics to paths, including the use of color, gradients, and effects.
6. Analyze, create, and edit Bezier curves using the pen and direct selection tools.
7. Transform vector objects using appropriate Illustrator 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 and apply various effects to vector objects.
12. Create and apply custom patterns and brush strokes.
13. Demonstrate appropriate application of file format 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. Document views
3. Creating an Illustrator document
   A. Reverting to default Illustrator settings and workspace setup
   B. Setting rulers, guides, and grids
   C. Saving and printing Illustrator files
   D. Creating a PDF (Portable Document Format) file
   E. Creating and applying a template
   F. Utilizing multiple art boards
4. Illustrator tools
   A. Shapes tools, 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. Merging paths and shapes
   A. Shape modes
   B. Pathfinder menu
   C. Shape builder tool
7. Formatting techniques
   A. Applying stroke and fill formatting
   B. Creating and applying gradients
   C. Introduction to effects (Appearance panel)
   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. Points/Picas
   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 documents
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 blends

**Assignment:**

Formative
1. Written responses for weekly reading (approximately 2-10 pages) from online materials and watching corresponding videos/lectures.
2. Weekly written peer evaluations and class critique.
3. Weekly practice exercises demonstrating use/application of Illustrator tools.

Summative
4. Illustrator projects focused on Illustrator design problems.
5. Illustrator exam demonstrating knowledge of tools, key, and menus.

**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.

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| Reading and video responses, written evaluations and critique | Writing<br>20 - 30% |

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

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| Illustrator projects | Problem solving<br>20 - 30% |

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

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| Weekly practice exercises | Skill Demonstrations<br>20 - 30% |

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

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| Illustrator exams | Exams<br>10 - 20% |

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

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| None | Other Category<br>0 - 0% |

**Representative Textbooks and Materials:**
Adobe Illustrator Classroom in a Book. 2023 Release. Wood, Brian. Adobe Press. 2022.
Instructor prepared materials
Online resources