

**CIS 73.35A Course Outline as of Fall 2005****CATALOG INFORMATION**

Dept and Nbr: CIS 73.35A Title: ADOBE ILLUSTRATOR 1

Full Title: Adobe Illustrator 1

Last Reviewed: 2/14/2005

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	1.50	Lecture Scheduled	2.00	8	Lecture Scheduled	16.00
Minimum	1.50	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	3.50		Contact DHR	28.00
		Contact Total	5.50		Contact Total	44.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 32.00

Total Student Learning Hours: 76.00

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: CIS 73.35

**Catalog Description:**

An introduction to the popular graphics software program, Adobe Illustrator. This course studies the creation, modification and simple formatting of vector objects and type.

**Prerequisites/Corequisites:****Recommended Preparation:**

Completion of CIS 101A or CIS 105A or previous computer experience, CIS 73.11 (82.3) and eligibility for ENGL 100 or ESL 100.

**Limits on Enrollment:****Schedule of Classes Information:**

Description: A beginner's introduction to the popular drawing program, Adobe Illustrator. This course studies the creation and formatting of basic vector objects and type. It introduces the Pen tools, Pathfinder, transformations, and layers. (Grade or P/NP)

Prerequisites/Corequisites:

Recommended: Completion of CIS 101A or CIS 105A or previous computer experience, CIS 73.11 (82.3) 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:**

<b>AS Degree:</b>	<b>Area</b>		Effective:	Inactive:	
<b>CSU GE:</b>	<b>Transfer Area</b>		Effective:	Inactive:	
<b>IGETC:</b>	<b>Transfer Area</b>		Effective:	Inactive:	
<b>CSU Transfer:</b>	Transferable	Effective:	Fall 1999	Inactive:	Fall 2010
<b>UC Transfer:</b>		Effective:		Inactive:	

### **CID:**

#### **Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

Upon completion of this course, the student is expected to be able to:

1. Identify the uses of Illustrator graphics
2. Differentiate between bit-mapped and object oriented graphics
3. Apply the color models RGB (Red-Green-Blue) and CMYK (Cyan-Magenta-Yellow-black) using color theory
4. Design graphic documents with basic object-oriented shapes and text
5. Apply 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. Apply transformations to vector objects
8. Apply simple filters, effects and Pathfinder options
9. Design a document with multiple layers

### **Topics and Scope:**

1. Uses of Illustrator graphics
2. Illustrator basics
  - a. Vector graphics vs bitmap images
  - b. Color theory: RGB vs CMYK
  - c. Paths, segments and anchor points
  - d. Manipulating Palettes
  - 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 file
- e. Opening a template
- 4. Illustrator tools
  - a. Basic Illustrator shapes: rectangle, ellipse, polygon, spiral, star, arc
  - b. Freehand drawing using the pencil and paintbrush
  - c. Creating straight and curved paths with the Pen tool
  - d. Direct Selection tool
  - e. Editing paths with the Reshape, Erase and Smooth tools
- 5. Transforming objects
  - a. Moving, scaling, shearing, reflecting and rotating objects
  - b. Using the align palette
  - c. Stacking multiple objects
  - d. Grouping objects
- 6. Introduction to Pathfinder
  - a. Shape modes: add, subtract, intersect and exclude
  - b. Expanding into paths
- 7. Formatting techniques
  - a. Applying stroke and fill formatting
  - b. Creating and applying gradients
  - c. Introduction to filters and 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 a vector shape

**Assignment:**

The student will complete 5-10 assignments using Illustrator integrating the outcomes and objectives previously stated.

Objective and problem solving exams.

Written summary assignment.

**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.

Short written assignments
---------------------------

Writing 5 - 10%
--------------------

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

Homework problems, Lab Projects

Problem solving  
30 - 55%

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

None

Skill Demonstrations  
0 - 0%

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

Multiple choice, True/false, Completion, Problem solving

Exams  
40 - 60%

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

None

Other Category  
0 - 0%

**Representative Textbooks and Materials:**

"Illustrator CS Bible" by Ted Alspach and Jennifer Alspach, John Wiley & Sons, 2003