

CATALOG INFORMATION

Dept and Nbr: APGR 54.1      Title: TECH IN ILLUSTRATOR  
Full Title: Production Techniques in Illustrator  
Last Reviewed: 3/11/2002

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	2.00	17.5	Lab Scheduled	35.00
		Contact DHR	0		Contact DHR	0
		Contact Total	4.00		Contact Total	70.00
		Non-contact DHR	1.00		Non-contact DHR	17.50

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable  
Grading:            Grade Only  
Repeatability:    39 - Total 2 Times  
Also Listed As:  
Formerly:        APGR 60

**Catalog Description:**  
An intensive course designed to teach the student how to create effective graphic images and produce operative files for print and online production using Adobe Illustrator.

**Prerequisites/Corequisites:**  
Course Completion of APGR 52A ( or APGR 91)

**Recommended Preparation:**  
Some design experience and/or experience with Adobe Illustrator; Mac or PC experience.

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: An intensive course designed to teach the student how to create effective graphic images & produce operative files for print and online production using Adobe Illustrator. (Grade Only)  
Prerequisites/Corequisites: Course Completion of APGR 52A ( or APGR 91)  
Recommended: Some design experience and/or experience with Adobe Illustrator; Mac or PC experience.  
Limits on Enrollment:

Transfer Credit: CSU;  
Repeatability: Total 2 Times

## **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:	Spring 1996	Inactive:	Spring 2011
<b>UC Transfer:</b>		Effective:		Inactive:	

**CID:**

**Certificate/Major Applicable:**  
Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

Upon successful completion of this course the student will be able to:

1. Create design projects for print and the web using spot color, 4-color process & web color using Illustrator features.
2. Evaluate and modify digitized images and type using illustrator tools.
3. Create and proof color separations.
4. Export files for use in layout programs.
5. Print black and white and composite color files.
6. Tile oversized work.
7. Create working files for service bureau output and on-screen presentation.

### **Topics and Scope:**

Systematic exploration of the program as it relates to the graphic design field:

1. Overview of Illustrator's tools.
2. Palettes and dialog boxes.
3. Creating new files. Saving files and custom settings.
4. Strokes and fills, basic tool use.
5. The Pen tool and Bezier curves.
6. Tracing templates.
7. Manipulating points and paths.
8. Working with the Layers palette.
9. Using Color: gradients, radial and linear fills, gradient tool.
10. Creating type and good typography: fonts, kerning and tracking, character and paragraph formatting.
11. Type features: text on a path, create outlines, text effects.
12. Importing graphics: scanning, compatible graphics formats, tracing.
13. Manipulating imported graphics: filters, managing links.

14. Combining text and graphics, text in an object, text wrap.
15. Path operations: slice, union, crop, exclude, Compound paths.
16. Creating Blends: color, shape, and line.
17. Masking.
18. Overview of color: applying color, color systems, matching systems.
19. Creating web illustrations: RGB color system and the web palette.
20. Using spot color in documents.
21. Creating process color documents.
22. Trapping.
23. Color separations: creating and proofing.
24. Exporting files for use in layout programs.
25. Printing black and white, and composite color files; tiling oversize work.
26. Preflighting files for service bureau output.

### **Assignment:**

Projects: (3 to 4 weeks each)

1. Image Source notebook (semester long, checked every 8 weeks)
2. Map / Geometric Puzzle Design
3. Custom stickers design
4. Educational poster

Exercises: (1 week each)

1. Weekly technique worksheets
2. Dashed pattern design
3. Mandala
4. Jester
5. Celtic Border
6. Industrial device
7. Typographical greeting card
8. Compiling a spot color logo
9. Logo EPS
10. Icons for web design
11. Trapping exercise

### **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.

Quizzes, Exams, PROJECTS

Problem solving  
10 - 30%

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

PROJECTS AND EXERCISES

Skill Demonstrations  
50 - 80%

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

Completion, IN-CLASS PRACTICUMS

Exams  
10 - 20%

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

None

Other Category  
0 - 0%

**Representative Textbooks and Materials:**

"The Illustrator 8 Book" by Deke McClelland, PEACHPIT 1998