

CATALOG INFORMATION

Dept and Nbr: CIS 73.35

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 83.14

Catalog 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.

Prerequisites/Corequisites:

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

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 1999	Inactive: Fall 2010
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Identify the uses of Illustrator graphics
2. Differentiate between bit-mapped and object oriented graphics
3. Understand and apply the color models RGB and CMYK
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 and Pathfinder options
9. Design a document with multiple layers

Topics and Scope:

1. Looking at the uses of Illustrator graphics
2. Illustrator basics
 - a. Vector graphics vs bitmap images
 - b. Color theory and application
 - 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

4. Illustrator tools
 - a. Basic Illustrator shapes: rectangle, ellipse, polygon, spiral, star
 - b. Freehand drawing using the pencil and paintbrush
 - c. Creating straight and curved paths with the Pen tool
 - d. Direct Selection tool
 - e. Editing curves with the Reshape, Erase and Smooth tools
5. Transforming objects
 - a. Moving, scaling, shearing, reflecting and rotating objects
 - b. Align palette
 - c. Stacking multiple objects
 - d. Grouping objects
6. Introduction to Pathfinder
 - a. Unite
 - b. Minus front and back
 - c. Exclude
 - d. Intersect
 - e. Crop
 - f. Divide
7. Formatting techniques
 - a. Applying stroke and fill formatting
 - b. Creating and applying gradients
 - c. Introduction to filters
 - d. Eyedropper and Paint Bucket tools
 - e. Using color swatches
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.

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 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.

Homework problems, Lab reports, Exams

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

Exams
40 - 60%

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

Short written assignments

Other Category
5 - 10%

Representative Textbooks and Materials:

"Real World Illustrator 9", by Deke McClelland and Sandee Cohen - Peachpit Press 2000