Adobe Illustrator - GRA2117C Course Syllabus

Adobe Illustrator - GRA2117C
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Course Purpose:
Students will learn to create and edit full-color illustrations exhibiting line and shape, volumetric form, shading, depth and randomness by using a vector-illustration software application. Text-creation features, tools that automate drawing tasks, libraries of patterns and custom colors, and built-in support for photo-editing software will also be explored. Class lectures will be supported with hands-on demos and audiovisual presentations. Via assigned projects, students will create portfolio-quality art that can be shown on a job interview.

Course Requirements: All students will be responsible for:
1. Notebook & sketchbook with pencil and pen to class. Remember this is an art class.
   - The Notebook will be used to keep class notes, handouts and resource materials.
   - The Sketchbook will be used to work on the homework assignments.
   - (Thumbnail Sketches, Concept Drawings)

2. A Flash Drive 1 GB or higher / blank CDs for burning.

Text books Recommended:
The Adobe Illustrator CS3 Wow! Book (Paperback)
Publisher: Peachpit Press; 9th edition
(September 29, 2007)
ISBN-10: 032151842X
Adobe Illustrator CS3 Classroom in a book

Objectives:

(1) Through the critique process, students will use analytical vocabulary to discuss processes, formulate opinions and describe the role of Photoshop & Illustrator in today’s high tech industry.
(2) Students will also recognize and examine Graphic Designs and Illustrations produced with several different software applications.
(3) Students will begin to build a portfolio of Graphic Design and Illustration exhibiting the effective use and implementation of the software. The students will acquire a fundamental understanding of Graphic Design & Illustration from concept to final product. The students will build and develop each project with fundamental elements of art and the principles of design.
(4) Finally, students will express personal ideas and feelings through the use of creative graphic design projects and Illustrations.
Students will learn to research & develop detailed conceptual drawings. This will be kept in a sketchbook.
- (9) Thumbnail sketches (rough) & (2) 5X7 Sketches (more developed)
- (1) Detailed Drawing (tight pencil) – may be scanned for final project
- (1) Final Project
- Tight pencils will be inked by hand, scanned in and colored in Photoshop.
- a journal to write down notes and keep track of the research gathered during the creative process. (a list of books, magazines, websites, etc..)

**Attendance Policy:** Students are required to attend all classes and to be on time. Consistent tardiness will result in the deduction of grade points. In the case of make up work the student must discuss his/her situation with the instructor to determine a resolution.

**Class Rules:** The Students need to be respectful of each other, the computer Lab, materials, as well as the teacher. By obeying these rules, the students will be better prepared to enter the workplace and succeed there.

1. Students are encouraged to take part in lab time in order to practice and finish projects.
2. Students are to respect the rights of teachers and all other class members.
3. Students are not to eat, drink, or chew any candy, food, gum, or drink beverages during class time or once in the Computer Lab.
4. All computers are to be shut down at the end of every class session. All work areas are to be kept clean and orderly.

Students are to use The Internet in an appropriate manner (educational material only).

* The pirating of software programs is illegal; please do not ask your professor for a free copy!!!

**Grading Scale: MDCC**

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<th>Grade</th>
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<td>69 - 60</td>
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<td>F</td>
<td>59 - 0</td>
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Attendance/Class Projects ........................................ 40%
Homework/Research .................................................. 30%
Mid term & Final Critique .......................................... 20%
Lab time invested ..................................................... 10%

**Course Outline**

**Week 1**
Orientation – interface/ menus/ shapes/ type
Creating basic shapes with the Pen tool

**Week 2**
Jan 15 &17
Layers/ fill and stroke/
The Pen tool - exercise
Project 1 - Creating basic shapes with the Pen tool

**Week 3**
Blend tool/Gradients
Type Logo Design

Week 4
Pathfinder tools/ Warp tools
Project 2 – Type Logo Design

Week 5
Appearance palette
Personal Logo Design w/illustration

Week 6
Warp filter / multiple strokes / arrange front to back
Project 3 – Personal Logo Design w/illustration

Week 7
Brushes/Transparency masks/ clipping paths/ symbols
Scanning and working with Live Trace
Project 4 – iPOD Silhouette Ad Design

Week 8  Midterm- in class project

Week 9
Styles/ patterns
Music Festival Poster

Week 10
Project 5 – Music Festival Poster

Week 11
Technical Illustration

Week 12
Project 6 - Technical Illustration

Week 13
Project 7 – Character Design

Week 14
Project 8 – Product Package Illustration
1. Logo

Week 15
Project 9 – Product Package Illustration
2. Item 2

Week 16  April 15 – 17
Project 10 – Product Package Illustration
3. Item 3

Final Critique - All work is due