



COURSE OUTLINE : ART 133
D Credit – Degree Applicable
COURSE ID 001028
Cyclical Review: September 2020

COURSE DISCIPLINE : ART
COURSE NUMBER : 133
COURSE TITLE (FULL) : Digital Illustration
COURSE TITLE (SHORT) : Digital Illustration

CATALOG DESCRIPTION

ART 133 is a beginning level digital illustration course. Students explore illustration style, problem solving, and the creative use of Adobe Illustrator on the Macintosh computer. Students create projects using course information. The course covers various problem solving methods, appropriate solutions for spot illustrations, and basic Illustrator tools: palettes, creating and converting anchor points, creating and reshaping paths, basic coloring, gradients, layers, and creating, styling, and editing type.

Total Lecture Units: 2.00

Total Laboratory Units: 1.00

Total Course Units: 3.00

Total Lecture Hours: 36.00

Total Laboratory Hours: 54.00

Total Laboratory Hours To Be Arranged: 0.00

Total Contact Hours: 90.00

Total Out-of-Class Hours: 72.00

Recommended Preparation: ART 150 or equivalent.



ENTRY STANDARDS

	Subject	Number	Title	Description	Include
1	ART	150	Fundamentals of Drawing	Apply the fundamental principles of drawing-from-observation;	No
2	ART	150	Fundamentals of Drawing	Utilize a variety of lines and mark making in drawing;	Yes
3	ART	150	Fundamentals of Drawing	Apply the basic principles of design and composition;	No
4	ART	150	Fundamentals of Drawing	Effectively create a sense of spatial illusion;	Yes
5	ART	150	Fundamentals of Drawing	Utilize and apply a wide range of drawing materials and techniques, including graphite and charcoal.	No
6	ART	150	Fundamentals of Drawing	Produce original studio projects that successfully incorporate the basic elements of drawing.	No
7	ART	150	Fundamentals of Drawing	Make individual aesthetic decisions related to their own artwork, and give constructive feedback to peers via group critique.	No
8	ART	150	Fundamentals of Drawing	Write a critical evaluation of two-dimensional art using the basic vocabulary of two-dimensional design.	No
9	ART	150	Fundamentals of Drawing	Analyze and compare historical and contemporary examples of two-dimensional art within a global context.	No

EXIT STANDARDS

- 1 Apply various problem-solving methods;
- 2 create a high contrast black and white illustration;
- 3 create an illustration using values of black and white;
- 4 create a one-color illustration;
- 5 create a two-color illustration;
- 6 create a multi-color illustration;
- 7 define basic Illustrator tools;
- 8 create and save new documents and artboards;
- 9 create simple geometric shapes with Illustrator;
- 10 create complex shapes using the pen and pencil tool;
- 11 create and reshape paths;
- 12 control various anchor points;
- 13 control fill and stroke tools for basic color;
- 14 create and control layers;
- 15 create color gradients;



- 16 create compound paths;
- 17 create, style, and edit type.

STUDENT LEARNING OUTCOMES

- 1 develop solutions to assignments incorporating the critical elements of design
- 2 demonstrate knowledge and technical skill in digital Illustration

COURSE CONTENT WITH INSTRUCTIONAL HOURS

	Description	Lecture	Lab	Total Hours
1	Problem Solving <ul style="list-style-type: none"> • Client Requirements • User Requirements • Preliminary non-digital sketches 	3	0	3
2	Illustrator Interface <ul style="list-style-type: none"> • The toolbox Illustrator screen • Using dialog boxes • Using palettes • Units of measure 	2	0	2
3	Illustrator Start-up <ul style="list-style-type: none"> • Launching Illustrator • Creating new documents • Changing artboard dimensions • Saving artwork 	1	0	1
4	Views <ul style="list-style-type: none"> • Preview view and outline view • Navigator palette • Moving illustration 	1	0	1
5	Color Requirements <ul style="list-style-type: none"> • High contrast black and white • Monochromatic • Two color • Multicolor 	3	0	3



COURSE OUTLINE : ART 133

D Credit – Degree Applicable

COURSE ID 001028

Cyclical Review: September 2020

6	<p>Object Basics</p> <ul style="list-style-type: none"> • Creating simple geometric shapes • Deleting shapes • Selecting and copy objects • Transforming objects 	4	0	4
7	<p>Draw Complex Shapes</p> <ul style="list-style-type: none"> • Using the pen and pencil tool • Creating and converting anchor points • Creating and reshaping paths 	7	0	7
8	<p>Fill and Stroke Illustrations</p> <ul style="list-style-type: none"> • Basic coloring • Creating and modifying fill patterns 	3	0	3
9	<p>Layers</p> <ul style="list-style-type: none"> • Create various layers • Activate layers • Layer options • Create and edit groups • Restack, duplicate, and delete layer 	4	0	4
10	<p>Gradients</p> <ul style="list-style-type: none"> • One color gradient • Two color gradient • Multicolor gradient 	1	0	1
11	<p>Gradient Mesh</p> <ul style="list-style-type: none"> • One color gradient • Two color gradient 	7	0	7
12	<p>Paths</p> <ul style="list-style-type: none"> • Combine Paths • Create compound paths • Pathfinder palette 	1	0	1
13	<p>Type</p> <ul style="list-style-type: none"> • Create type • Style type • Edit type 	5	0	5



COURSE OUTLINE : ART 133

D Credit – Degree Applicable

COURSE ID 001028

Cyclical Review: September 2020

14	Analysis and application of: <ul style="list-style-type: none"> • Existing styles • Design principles • Visual vernacular • Client and user requirements • Creation techniques • Workflow • Presentation techniques 	0	48	48
				90

OUT OF CLASS ASSIGNMENTS

- 1 digital illustration using basic shapes in Adobe Illustrator;
- 2 digital illustration using brushes in Adobe Illustrator;
- 3 digital illustration using gradient mesh in Adobe Illustrator;
- 4 final project that incorporates basic shape, brushes, gradient mesh, and any other techniques discussed in class using Adobe Illustrator.

METHODS OF EVALUATION

- 1 work-in-progress presented to the instructor for formative evaluation;
- 2 projects that reflect stylistic, conceptual, and technical consideration.

METHODS OF INSTRUCTION

- Lecture
- Laboratory
- Studio
- Discussion
- Multimedia
- Tutorial
- Independent Study
- Collaboratory Learning
- Demonstration
- Field Activities (Trips)
- Guest Speakers
- Presentations



COURSE OUTLINE : ART 133
D Credit – Degree Applicable
COURSE ID 001028
Cyclical Review: September 2020

TEXTBOOKS

Title	Type	Publisher	Edition	Medium	Author	ISBN	Date
Adobe Illustrator CC Classroom in a Book	Required	Adobe Press		Print	Wood, Brian	978-0133905656	2019