

ART133 : Graphic Design: Digital Illustration

General Information

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Attachments:	DE Addendum_ART_133 COR_09_28_2020 CoDE_05_23_2023.pdf.pdf.pdf.pdf
Course Code (CB01) :	ART133
Course Title (CB02) :	Graphic Design: Digital Illustration
Department:	ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1030.00) Graphic Art and Design
CIP Code:	(50.0409) Graphic Design.
SAM Code (CB09) :	Possibly Occupational
Distance Education Approved:	Yes
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000626453
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	ART 133 is a comprehensive introductory course where students learn traditional principles of illustration combined with current digital techniques within the vector-based illustration software Adobe Illustrator. Students engage in hands-on projects addressing both historic and current styles and trends within illustration. Assignments are appropriate for application within print and digital mediums and are focused on inclusion within a graphic design portfolio. Critiques focus on appropriate solutions, visual interest, and craftsmanship.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Author:	<ul style="list-style-type: none">Rebecca Hillquist

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Art
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

Units and Hours

Summary

Minimum Credit Units (CB07) 3

Maximum Credit Units (CB06) 3

Total Course In-Class (Contact) Hours 90

Total Course Out-of-Class Hours 72

Total Student Learning Hours 162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	2	4
Laboratory Hours	3	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	0
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	54
Studio	0

Total	90
Course Out-of-Class Hours	
Lecture	72
Laboratory	0
Studio	0
Total	72

Time Commitment Notes for Students

No value

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

Advisory

ART150 - Fundamentals of Drawing

Objectives

- Utilize a variety of lines and mark making in drawing.
- Effectively create a sense of spatial illusion.

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Demonstrations

Out of Class Assignments

- Digital illustration using basic shapes in Adobe Illustrator
- Digital illustration using brushes in Adobe Illustrator
- Digital illustration using gradient mesh in Adobe Illustrator
- Final project that incorporates basic shape, brushes, gradient mesh, and any other techniques discussed in class using Adobe Illustrator

Methods of Evaluation

Presentation (group or individual)

Project/Portfolio

Rationale

Work-in-progress presented to the instructor for formative evaluation

Projects evaluated for stylistic, conceptual, and technical evaluation by the instructor

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Wood, Brian	Adobe Illustrator CC Classroom in a Book	Adobe Press	2023	978-0137967179

Other Instructional Materials (i.e. OER, handouts)

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Apply various problem-solving methods.

Create a high contrast black and white illustration.

Create an illustration using values of black and white.

Create a one-color illustration.

Create a two-color illustration.

Create a multi-color illustration.

Define basic Illustrator tools.

Create and save new documents and artboards.

Create simple geometric shapes with Illustrator.

Create complex shapes using the pen and pencil tool.

Create and reshape paths.

Control various anchor points.

Control fill and stroke tools for basic color.

Create and control layers.

Create color gradients.

Create compound paths.

Create, style, and edit type.

SLOs

Develop solutions to assignments incorporating the critical elements of design.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas. Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
<i>ART</i> Studio Arts	Demonstrate intermediate mastery in a range of 2D/3D visual media Employ basic concepts in 2D design and drawing, or 3D design and drawing-for-sculpture; create portfolio ready, original artworks
<i>ART</i> Art - Certificate	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Art - A.S. Degree Major	Demonstrate skill in a broad range of media, materials and processes
<i>ART</i> Graphic Design - A.A. Degree Major	Develop and incorporate critical elements of Graphic Design curriculum Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Visual Arts: Graphic Design - A.A. Degree Major (NIC)	Develop and incorporate critical elements of Graphic Design curriculum Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Graphic Design - Certificate	Develop and incorporate critical elements of Graphic Design curriculum Develop and incorporate industry standards of technical elements of Graphic Design
<i>ART</i> Animation - A.S. Degree Major (NAS)	Gain skills allowing for transfer to 4-year colleges or entry into the workplace. Retrain themselves to diversify their work options within animation, gaming, or visual effects

Demonstrate knowledge and technical skill in digital illustration.

Expected Outcome Performance: 70.0

<i>ILOs</i> Core ILOs	Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas. Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.
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ART
Graphic Design - A.A. Degree
Major

Develop and incorporate critical elements of Graphic Design curriculum

Develop and incorporate industry standards of technical elements of Graphic Design

ART
Visual Arts: Graphic Design - A.A.
Degree Major (NIC)

Develop and incorporate critical elements of Graphic Design curriculum

Develop and incorporate industry standards of technical elements of Graphic Design

ART
Animation - A.S. Degree Major
(NAS)

Gain skills allowing for transfer to 4-year colleges or entry into the workplace.

Retrain themselves to diversify their work options within animation, gaming, or visual effects

Course Content

Lecture Content

Problem Solving (2 hours)

- Client Requirements
- User Requirements
- Preliminary non-digital sketches

Illustrator Interface (2 hours)

- The toolbox Illustrator screen
- Using dialog boxes
- Using palettes
- Units of measure

Illustrator Start-up (1 hour)

- Launching Illustrator
- Creating new documents
- Changing artboard dimensions
- Saving artwork

Views (1 hour)

- Preview view and outline view
- Navigator palette
- Moving illustration

Color Requirements (3 hours)

- High contrast black and white
- Monochromatic
- Two color
- Multicolor

Object Basics (3 hours)

- Creating simple geometric shapes
- Deleting shapes
- Selecting and copy objects
- Transforming objects

Draw Complex Shapes (6 hours)

- Using the pen and pencil tool
- Creating and converting anchor points
- Creating and reshaping paths

Fill and Stroke Illustrations (3 hours)

- Basic coloring
- Creating and modifying fill patterns

Layers (3 hours)

- Create various layers
- Activate layers
- Layer options
- Create and edit groups
- Restack, duplicate, and delete layer

Gradients (1 hour)

- One color gradient
- Two color gradient
- Multicolor gradient

Gradient Mesh (6 hours)

- One color gradient
- Two color gradient

Paths (1 hour)

- Combine Paths
- Create compound paths
- Pathfinder palette

Type (4 hours)

- Create type
- Style type
- Edit type

Total hours: 36**Laboratory/Studio Content****Analysis and application of: (54 hours)**

- Existing styles
- Design principles
- Visual vernacular
- Client and user requirements
- Creation techniques
- Workflow
- Presentation techniques

Total hours: 54

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

No

If yes, who is your departmental library liaison?

No Value

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No Value

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value