



Adobe Illustrator

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Course Description

This course will start with an introduction to the computer lab and Macintosh computers. Course instruction will be an introduction to Adobe Illustrator using the Macintosh. We will be using the software program Illustrator as a tool to create images. This program will allow the student to manipulate photographic and non-photographic images that can be output to a printer, or transparency film, as well as stored on disc. The emphasis in this class will be to develop technique and creative style. Students will be instructed in techniques of PostScript drawing, photo illustration and 2D design. Emphasis will be on developing technique, style and accuracy with design principles.

Course Objectives

Students should thoroughly understand the material in Illustrator, so that they can use it as a tool for creating artwork and solving specific art and design problems. In addition, some of the basic art and design principles will be covered. Basic fundamentals of the computer will also be introduced such as the use of computer operations. This course will provide the student with a basic foundation for accomplishing digital image manipulation, illustration, and design on a computer. The course will reinforce and encourage use of basic design principles. The student will gain experience with a variety of computer graphic and design projects. In addition, basic fundamentals of computer graphics and desktop publishing will be introduced. Throughout the course, the student will practice basic computer operations (such as menu commands and window management).

Recommended Materials

USB storage device
Notebook or sketch pad

There is no specific textbook required. However, students should purchase one or more of the following: a training CD or a book such as Visual Quick Start Guide or from the bibliography.

Special Requirements

None

Prerequisites

None

Instructional Procedures

Lectures, demonstrations, and instruction.
Critiques and group discussions.
Class direction on projects and individual development.

Assignments

Four to five projects and an extensive final project will be assigned. Projects will generally be assigned each week and will be due the following week. Late projects will either not be accepted or will result in a lowered grade. Students are encouraged to substitute any of the assigned projects with one of their own projects as long as they relate to the material presented in class and are discussed with the instructor (for approval) at the time the class project is assigned. Students will need to spend time in the lab or on their own computer (outside of class time) to complete these projects. One term paper (four to five pages, single spaced and typeset) will be due near mid semester. In addition, there will be tutorial assignments worked on in class. Finally, all students should maintain notes on class lectures, demonstrations and instruction. Class attendance is essential. Any forms of academic dishonesty such as plagiarism, cheating or lying may result in serious grade reductions.

Term Paper

The term paper should be four to five pages of text, single-spaced and typeset. Topics may include but not be limited to: a short biography of an artist or graphic designer, a summary of any work of art, a description of an art related event, or a step by step documentation of any project or technique that you wish to research. Please feel free to use the internet for source material but be aware that anyone can put information on the world wide web so not everything you read is reliable. Try to develop a feel for the accuracy of your resources. Please state your sources and write in your own words.

Grading

Your final grade will be determined by the sum of percentage points awarded for your performance in the following areas:

Percent	Grade		
Projects as assigned (usually 4 to 5)	50	90-100	A
Final project	10	85-89	B+
Midterm and Final exams	10	80-84	B
Term paper (usually three to four pages of text)	10	75-79	C+
Class participation/class tutorials	10	70-74	C
Progress	10	65-69	D+

All assignments will be handed in as a hard copy as well as in the server drop box. Assignments handed in late will result in a lowered grade or will not be accepted at all. No assignments will be accepted past the final class date. You may request to better your grade by a maximum of one letter grade or ten points on any project handed in on time except the final project. To do this, ask me after the project is graded and simply follow the revision instructions I give you. You are responsible for the material, notes and assignments for any classes you miss. No more than two absences are permitted. Each absence in excess of two will lower your final grade by one full letter grade. Absences above four will result in your being dropped from the course or failure. Should habitual or excessive lateness occur, I will count each two occurrences of lateness as one absence.

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Units of Instruction

- Week 1** **Lecture** Review of syllabus and class procedures, plagiarism, copyright
Assignment Purchase storage device
- Week 2** **Lecture** Introduction to the Macintosh Lab; Vector vs. Bitmap Artwork; Composition; Color Theory; Overview of Illustrator: image size, tools: selection, creation, transformation, options, color picker, palettes and swatches, menus
Assignment **Experiment with Tools of Illustrator** Size: 8.5" x 11".
No experience necessary. Create an artistic sketch and transfer your ideas to Illustrator. See what you can discover on your own after a brief tour of the basics. Think about composition, texture, perspective and color. Emphasis on usage of various tools, menus and the swatches and picker palettes.
- Week 3** **Critique** Why Classroom Critiques are Important, Constructive vs. Destructive Criticism
Experiment with Tools of Illustrator
Lecture Collecting Images from the Internet, Surrealism, Overview of Illustrator: layers, paths, history, actions, adjustments
Assignment **Animal/Reptile/Fish/Bird/Insect** - Size: 7" x 5" or optional.
Create realistic drawing using different brushes and techniques discussed in class. The project does not necessarily have to begin with a photo or drawing. You may take artistic direction that fits the piece and your style best. Due week 5.
- Week 4** **Lecture** Overview of Illustrator's tools: selection, creation, transformation
Assignment Animal/Reptile/Fish/Bird/Insect - Continue working on animal project.
Due week 5.
- Week 5** **Critique** Animal/Reptile/Fish/Bird/Insect
Lecture Overview of Illustrator's tools: options, color picker palette and swatches, palettes, menus
Assignment **Self Portrait** Size: 8" x 10" or optional. Create a self portrait using different brushes and techniques discussed in class. Use a scanned photograph to create a line drawing in Illustrator. You will be importing it into Photoshop to colorize. This gives you the opportunity to learn the basics of Photoshop. You may take liberties with how this assignment is to be presented. Your self portrait should be a showcase for your style and creativity.
Term Paper Due Next Week
- Week 6** **Lecture** Importing images into Photoshop
Assignment Self Portrait Continue working on project.
Due week 8.
Term Paper Due

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- Week 7** **Lecture** Mounting, Review for Mid-Term
Assignment Self Portrait Continue working on project. Due week 8. Review for Mid-Term Mounting Due Week 10
- Week 8** **Critique** Self-Evaluation, Self Portrait
Mid-term Exam
Lecture Portfolio Presentation
Assignment Mounting
- Week 9** **Individual Conferences**
Assignment Mounting Due
- Week 10** **Lecture** Drawing tools; creating and using patterns; typography; outlines; fruit bowl tutorial; packaging presentation; seed packet demonstration
Assignment Seed Package Design Size: three 3" x 4" designs.
Using Adobe Illustrator create three different designs for seed packets. Keep your compositions simple (one to three objects). Use the pen tool to draw objects.
- Week 11** **Lecture** Clipping paths
Assignment Seed Package Design Continue working on packaging Due Week 13.
- Week 12** **Lecture** Packaging
Assignment Seed Package Design Continue working on packaging Due Week 13.
- Week 13** **Critique** Anonymous Crit: Seed Package Designs
Lecture The future of Interactive Media and Web Design
Assignment Final Project The final project will be an extensive project. Find a friend who creates fine art or make one from the Art Department. Plan and complete a project with their help (no strict rules, but try to work as a team). The cutting edge of art in computer graphics does not depend solely on the computer or one program. Presentation, composition and subject matter are very important. Possible other media include: lithography, silk screen printing, drawing, painting with oil or acrylic, sculpture and others. You must discuss any ideas with the instructor prior to execution of the assignment. Consider using additional materials and tools besides the computer. Matting is required for flat artwork. Presentation is extremely important; no disks or prints on plain white paper will be accepted.
- Week 14** Work Day in the macintosh lab
- Week 15** Critique: Final Project
- Week 16** Individual Conferences

Bibliography

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Amazon.com

Design Essentials

By Luanne Seymour, Russell Brown,
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