

Graphic Design

Active as of Fall Semester 2018

I. General Information

1. Course Title:
Adobe Illustrator

2. Course Prefix & Number:
GDES 1142

3. Course Credits and Contact Hours:
Credits: 3

Lecture Hours: 3

Lab Hours: 0

4. Course Description:
This course covers the basic to intermediate levels of Adobe Illustrator software tools and techniques.

5. Placement Tests Required:

6. Prerequisite Courses:
There are no prerequisites for this course.

9. Co-requisite Courses:
There are no corequisites for this course.

II. Transfer and Articulation

3. Prior Learning - the following prior learning methods are acceptable for this course:

- Advanced Standing
- Military Experience
- Specialty Schools
- Oral
- Demonstration
- Portfolio

III. Course Purpose

1. Program-Applicable Courses – This course is required for the following program(s):

Graphic Design, AAS Degree

Graphic Design, Diploma

Graphic Design - Media Technologies, Diploma

IV. Learning Outcomes

1. College-Wide Outcomes

College-Wide Outcomes/Competencies	Students will be able to
Analyze and follow a sequence of operations	Develop vector shapes with pen tool.
Utilize appropriate technology	Modify and adjust shapes with various tools.

2. Course Specific Outcomes - Students will be able to achieve the following measurable goals upon completion of the course:

- Explore software interfaces;
- Select appropriate tool for project
- Modify options bar to manage tool effects;
- Use palette handling including to adjust transparency, color, and styles;
- Adjust art boards for project dimensions;
- Select and manipulate handles to adjust shapes;
- Understand and apply color mode;
- Use Type tool for adding text to publications;
- Perform file management including versions, formats;
- Perform freehand drawing using vector paintbrush and pencil tools;
- Apply image trace to placed images;
- Use Pathfinder adjustments to selected objects;
- Transform and adjust a selection to meet guidelines;
- Explore masks and apply when necessary;
- Explore effects such as drop shadow and opacity;
- Understand and describe editing paths as connected to the publishing process; and
- Save and export documents to various formats.

V. Topical Outline

Listed below are major areas of content typically covered in this course.

1. Lecture Sessions

1. Software Illustrator Interface
2. File formats
 - New art boards
 - Placing images
 - Saving postscript images
3. Color Modes
 - RGB
 - CMYK
 - Spot color
4. Making Selections
 - Direct select tool
 - Indirect select tool

- Selecting multiple items
- 5. Placing Graphics
 - Resizing
 - Image trace
 - Layers
- 6. Working With Layers
 - Layer effects
 - Blending modes
- 7. Creating Type
 - Font styles
 - Paragraphs
 - Creating Outlines
 - On a path
- 8. Transforming
 - Reflecting
 - Shearing
 - Scaling
- 9. Envelope Distort
 - Warping styles
- 10. Pathfinder Palette
 - Unite
 - Minus front
 - Exclude
 - Divide
- 11. Shape Builder Tool
 - Combining shapes
- 12. Clipping Masks
 - Adjust selections
- 13. Paths
 - Joining
 - Outlining
- 14. Saving Documents
 - Print
 - Screen/web
 - Export PDF