COURSE SYLLABUS

LAST REVIEW	Spring 2021
COURSE TITLE	Beginning Illustrator
COURSE NUMBER	DIGI 0174
DIVISION	Arts, Communications, and Humanities
DEPARTMENT	DIGI
CIP CODE	10.0303
CREDIT HOURS	3.00

CONTACT HOURS/WEEK Class: 3.00   Lab: X   Clinical: X

PREREQUISITES   None

COURSE PLACEMENT Students must meet the correct placement measure for this course. Information may be found at: https://www.kckcc.edu/admissions/information/mandatory-evaluation-placement.html

COURSE DESCRIPTION
Students will acquire a working knowledge of the tools and techniques of Adobe Illustrator, as they are applied to graphic design, multi-media and other studio art applications. The course will cover basic operation of tools and palettes.

KANSAS SYSTEMWIDE TRANSFER: DIGI0174
The learning outcomes and competencies detailed in this course outline or syllabus meet or exceed the learning outcomes and competencies specified by the Kansas Core Outcomes Groups project for this course as approved by the Kansas Board of Regents.

PROGRAM ALIGNMENT
This course is part of a program aligned through the Kansas Board of Regents and Technical Education Authority. For more information, please visit: https://kansasregents.org/workforce_development/program-alignment

General Education Learning Outcome
☐ Basic Skills for Communication
☐ Mathematics
☐ Humanities
☐ Natural and Physical Sciences
☐ Social and Behavioral Sciences

Institutional Learning Outcomes
☐ Communication
☐ Computation and Financial Literacy
☐ Critical Reasoning
☐ Technology and Information Literacy
☐ Community and Civic Responsibility
☐ Personal and Interpersonal Skills

TEXTBOOKS
http://kckccbookstore.com/

METHODS OF INSTRUCTION
A variety of instructional methods may be used depending on content area. These include but are not limited to: lecture, multimedia, cooperative/collaborative learning, labs and demonstrations, projects and presentations, speeches, debates, panels, conferencing, performances, and learning experiences outside the classroom. Methodology will be selected to best meet student needs.

COURSE OUTLINE

I. Overview and Introduction to Illustrator and the Mac Lab
  A.   Mac lab rules and conduct
  B.   Basic computer operations
  C.   Saving and retrieving lessons
  D.   Naming and organizing student files
II. The Illustrator Interface
  A.   Document window
  B.   Identifying and accessing Illustrator tools
  C.   Working with palettes
  D.   Using contextual menus
  E.   Navigating between artboards
  F.   Saving custom workspaces
III. Setting up Workspaces
  A.   New document settings
  B.   Using Guides
  C.   Using Smart Guides
  D.   Setting bleed

E.   Creating multiple artboards
F.   Editing artboards
G.   Changing ruler increment
H.   Creating margins from shapes
I.   Creating trim marks
J.   Packaging a file for output

IV. Working with Multiple Artboards
A.   Artboard Panel options
B.   Adjusting the default artboard
C.   Copying artboards with artwork
D.   Editing and arranging artboards

IV. Drawing Basic Shapes
A.   Selection basics
B.   Selection Tool functions
C.   Direct Selection Tool functions
D.   Shape Tool functions
E.   Working with Live Corners
F.   Transforming objects with the Bounding Box
G.   Reflecting objects
H.   Rotating objects
I.   Controlling fill and stroke attributes
J.   Controlling object positioning
K.   Aligning and distributing objects
L.   Using the Group Selection Tool
M.   Pencil Tool operations
N.   Pen Tool operations

IV. Drawing Complex Artwork
A.   Dividing basic shapes into component pieces
B.   Pathfinder Palette operations
C.   Working in Isolation Mode
D.   Understanding Bézier Curves and Anchor Points
E.   Understanding Anchor Point and Bézier Curve Tools
F.   Editing line segments
G.   Shape Builder Tool operations
H.   Editing anchor points with the Control Panel
I.   Using Draw Behind mode
J.   Using Draw Inside mode
K.   Creating a Gradient Mesh
L.   Editing a Gradient mesh
M.   Understanding Gradient Mesh options
N.   Creating variable width strokes with the Width Tool
O.   Creating a Clipping Path
P.   Tracing artwork with Image Trace
Q.   Understanding Image Trace options

V. Coloring and Painting Artwork
    A. Creating and naming custom color swatches
    B. Creating and naming global color swatches
    C. Creating a color gradient
    D. Editing global color swatches
    E. Using the Gradient Tool
    F. Saving gradients as swatches
    G. Using the Blob Brush
    H. Grouping and organizing swatches
    I. Recoloring artwork with the Recolor Artwork Dialog Box
    J. Working with Live Paint objects

VI. Working with Layers
    A. Creating and naming layers
    B. Managing artwork with sublayers
    C. Locking and hiding layers
    D. Creating template layers
    E. Using the Layers Panel to organize artwork

VII. Working with Type
    A. Creating type containers
    B. Creating Point Type objects
    C. Working with type on a path
    D. Working with the Character Panel
    E. Manipulating type objects
    F. Converting type to outline
    G. Working with the Touch Type Tool
    H. Paragraph Panel operations
    I. Working with hidden characters
    J. Using the Find and Replace Dialog Box
    K. Formatting text with tabs
    L. Controlling text alignment and justification

VIII. Working with Brushes
    A. Creating a new Art Brush
    B. Understanding Art Brush options
    C. Controlling an Art brush stroke
    D. Expanding Art Brush strokes into objects
    E. Creating Pattern Brush tiles
    F. Creating a new Pattern Brush
    G. Understanding Pattern Brush options
    H. Saving Custom Brushes

IX. Working with Symbols
    A. Open Custom Symbol libraries
    B. Controlling symbol instances
    C. Editing symbols in place
    D. Replacing symbols

E.   Using the Symbol Sprayer and Symbolism Tools
F.   Symbolism Tool options
G.   Modifying symbol sets

X. Working with Placed Images and Text
A.   Working with artboards to create folded panel documents
B.   Placing objects and import options
C.   Placing text and import options
D.   Threading type containers
E.   Understanding linked vs. embedded objects
F.   Placing native Photoshop files

XI. Working with Character and Paragraph Styles
A.   Defining character styles and style options
B.   Defining paragraph styles and style options
C.   Editing character/paragraph styles
D.   Import options from Word files
E.   Understanding the Glyphs Panel

XII. Working with Styles and Effects
A.   Understanding the Appearance Panel
B.   Editing a style with the Appearance Panel
C.   Clearing a style with the Appearance Panel
D.   Adding strokes and fills with the Appearance Panel
E.   Creating a 3D effect
F.   Mapping artwork to 3D objects
G.   Working with transparency and Blending Modes
H.   Understanding Transparency Panel options
I.   Creating an Opacity Mask
J.   Applying built-in appearance styles
K.   Saving custom appearance styles

XIII. Creating Charts and Graphs
A.   Distinguishing types of graphs
B.   Creating a line graph
C.   Creating a bar graph
D.   Creating a pie graph
E.   Formatting graph elements
F.   Controlling graph options
G.   Editing graph data

XIV. Drawing in Perspective
A.   Define the perspective grid
B.   Understanding default perspective grids
C.   Drawing directly in perspective grid mode
D.   Moving objects in perspective
E.   Working with type in perspective
F.   Attaching objects to the perspective grid
G.   Transforming perspective type objects

XV. Creating Web Site Graphics
- A. Creating slices and image slices
- B. Examining the pixel grid
- C. Examining an HTML page
- D. Exporting CSS and image files

EXPECTED LEARNER OUTCOMES:
By the end of the course, the student will be able to:
- A. Select and Align Objects
- B. Create, Edit and Transform Objects
- C. Utilize Pen and Pencil Tools
- D. Utilize Painting Tools and Techniques
- E. Utilize Typography Tools and Techniques
- F. Work with Layers and the Layers Palette
- G. Blend Shapes and Colors
- H. Work with Brushes
- I. Utilize Effects, Appearance Attributes and Graphic Styles
- J. Utilize Symbols and the Symbols Palette

COURSE COMPETENCIES:
Select and Align Objects
1. The student will use the Selection Tools and understand their differences.
2. The student will be able to group and un-group objects.
3. The student will use Guides and Smart Guides.
4. The student will be able to duplicate and move objects with the Selection Tools.

Create, Edit and Transform Objects
5. The student will create shapes using the basic Shape Tools.
6. The student will move, scale, skew and rotate objects with various tools and methods.
7. The student will use the Pathfinder Palette for object creation and editing.

Utilize Pen and Pencil Tools
8. The student will draw straight lines, curved paths and closed shapes.
9. The student will select and edit path segments and curves.
10. The student will draw and edit with the Pencil Tool.

Utilize Painting Tools and Techniques
11. The student will use global colors and understand their functions.
12. The student will create, save and edit custom colors.
13. The student will import spot colors.
14. The student will learn the basic functions of the Color Guide Palette.
15. The student will re-color artwork with the Color Guide.

Utilize Typography Tools and Techniques
16. The student will import type and create type columns and containers.
17. The student will sample and apply type attributes.
18. The student will wrap type around a graphic image.

19. The student will create and edit type on a path.

Work with Layers and the Layers Palette
20. The student will create, rearrange, lock, hide, view and group layers.
21. The student will move objects between layers.
22. The student will apply Appearance Attributes to layers.

Blend Shapes and Colors
23. The student will create, save and edit gradients.
24. The student will create smooth color blends between objects.
25. The student will create a blend between two different objects.
26. The student will modify and edit blends.

Work with Brushes
27. The student will use the Blob Brush and Eraser Tools.
28. The student will use the four basic brushes: Art, Calligraphic, Pattern and Scatter.
29. The student will edit an existing brush and create a custom brush.
30. The student will apply a brush to an existing path.

Utilize Effects, Appearance Attributes and Graphic Styles
31. The student will be able to apply Live Effects to objects.
32. The student will create a 3D object from a 2D object.
33. The student will create, edit, apply and remove an Appearance Attribute.
34. The student will save an Appearance Attribute as a Graphic Style.
35. The student will be able to apply a Graphic Style to an object or layer.

Utilize Symbols and the Symbols Palette
36. The student will be able to create, edit and redefine a symbol instance.
37. The student will be able to use the various Symbolism Tools.
38. The student will store and retrieve symbols from the Symbols Palette.

COURSE LEARNING OUTCOMES AND COMPETENCIES
Upon successful completion of this course, the student will:
A. Select and Align Objects
B. Create, Edit and Transform Objects
C. Utilize Pen and Pencil Tools
D. Utilize Painting Tools and Techniques
E. Utilize Typography Tools and Techniques
F. Work with Layers and the Layes Palette
G. Blend Shapes and Colors
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5. The student will create shapes using the basic Shape Tools.
6. The student will move, scale, skew and rotate objects with various tools and methods.
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ASSESSMENT OF COURSE LEARNING OUTCOMES AND COMPETENCIES
Student progress is evaluated through both formative and summative assessment methods. Specific details may be found in the instructor's course information document.

COLLEGE POLICIES AND PROCEDURES
Student Handbook
https://www.kckcc.edu/files/docs/student-resources/student-handbook-and-code-of-conduct.pdf

College Catalog
https://www.kckcc.edu/academics/catalog/index.html

College Policies and Statements
https://www.kckcc.edu/about/policies-statements/index.html

Accessibility and Accommodations
https://www.kckcc.edu/academics/resources/student-accessibility-support-services/index.html.