

<b>COURSE NUMBER:</b>	COMP-286
<b>COURSE TITLE:</b>	<b>Illustration: Adobe Illustrator</b>
<b>CREDIT HOURS:</b>	Three (3)
<b>INSTRUCTOR:</b>	Shari Hurlbutt
<b>OFFICE LOCATION:</b>	Office 124, Weinberg Hall
<b>OFFICE HOURS:</b>	Posted Outside Office Door
<b>TELEPHONE:</b>	620-251-7700, ext. 2024
<b>E-MAIL:</b>	<a href="mailto:sharih@coffeyville.edu">sharih@coffeyville.edu</a>
<b>PREREQUISITE(S):</b>	None
<b>REQUIRED TEXTS:</b>	Botello, Chris. <u>Adobe Illustrator CS5 Revealed</u> . Course Technology. 2011.
<b>REQUIRED MATERIALS:</b>	Will be announced in class.
<b>COURSE DESCRIPTION:</b>	This course will expose students to creative projects, concise instructions, and complete coverage of basic to advanced Illustrator skills, helping students to create polished, professional-looking illustrations. Students will create everything from simple graphics, icons and text to complex and multilayered illustrations, all of which can be used within a page layout, in a multimedia presentation, or on the Web.
<b>EXPECTED LEARNER OUTCOMES:</b>	<p>Upon successful completion of this course, the student will be able to:</p> <ol style="list-style-type: none"> <li>1. Navigate and manipulate illustration software</li> <li>2. Create text and gradients</li> <li>3. Draw and compose an illustration.</li> <li>4. Transform and distort objects.</li> <li>5. Work with layers.</li> <li>6. Work with patterns and brushes</li> <li>7. Work with filters, gradient meshes, envelopes, and blends.</li> <li>8. Work with transparency, live color, effects,</li> </ol>

- and graphic styles.
- 9. Create graphs in Illustrator.
- 10. Draw with symbols.
- 11. Create 3D objects.
- 12. Prepare a document for prepress and printing.
- 13. Prepare Graphics for the Web.

## **LEARNING TASKS AND ACTIVITIES:**

This class will meet during the scheduled class time for lecture and discussion of selected topics. Assignments will reinforce the material discussed in class and will be given daily. Students may need to plan to spend additional time in the lab in order to complete all exercises. Open lab times are posted outside the lab doors.

## **ASSESSMENT OF OUTCOMES:**

### **Evaluation**

The grading scale for this course will be:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

All documents will be saved into four folders  
Each folder will be worth 20% of your grade.

Folder 1	= 20%
Folder 2	= 20%
Folder 3	= 20%
Folder 4	= 20%
Final Project	= 20%
Attendance Adjustment	

### **Attendance**

Attendance is of utmost importance in this course because the lectures and assignments will be completed in class at the computer. All students are expected to attend class

Attendance will be taken at the beginning of the hour each class period. **If you are not present when**

**attendance is taken, you will be counted absent for the day.**

It is the responsibility of the **student**, not the sponsor, to make definite arrangements with the instructor for makeup work **before** going on college-sponsored events. College-sponsored events will be counted as excused absences provided students complete all necessary assignments as designated by the instructor. If you do not inform your instructor of your absence **before** you leave, then you will be counted absent.

The following scale will be used to determine your attendance adjustment for your final grade:

<b>Number of Absences</b>	<b>Percent Adjustment</b>
0	+5
1	+3
2	+2
3	+1
4	-3
5	-6
6	-9
7	<b>MUST</b> Withdraw from class.

**Example:**

If your grade average is 93% and you have 5 absences, then your final grade would be an 87%.

Grade average	= 93%
5 absences	= -6
Final grade	= 87%

If your grade average is a 78% and you only have 1 absence, then your final grade would be an 81%.

Grade average	= 78%
1 absence	= +3
Final grade	= 81%

**Any student who has 7 unexcused absences must drop the class for excessive absences and non-participation in the class.** It is the student's responsibility to take care of this procedure. The instructor will NOT complete this paperwork for you. *Please refer to "Withdrawal from Classes for Non-Attendance/Non-Participation" – page 21 of the College catalog.*

It is your choice to be in this class. If you choose to come to class, the instructor and fellow students demand your attention and respect. **Cell phone usage, including text messaging, Ipod usage, or usage of any other electronic device is not allowed in class.** Any student who cannot meet these expectations will be asked to leave the classroom and will not be allowed back into the class.

### **Academic Honesty**

#### **Absolutely No Tolerance!**

Each student is expected to do his or her own work. Any student who is suspected of borrowing another student's work, doing another student's work, or giving a student his/her work will be dropped from the class or receive an F.

***This syllabus is subject to revision with prior notice the the student by the instructor.***

## **Illustration: Adobe Illustrator**

### **Navigate and manipulate illustration software**

1. Create a new document.
2. Explore the Illustrator window.
3. Create basic shapes.
4. Apply fill and stroke colors to objects.
5. Select, move, and align objects.
6. Transform objects.
7. Make direct selections.

### **Create text and gradients**

8. Create and format text.
9. Flow text into an object.
10. Position text on a path.
11. Create colors and gradients.
12. Apply colors and gradients to text.
13. Adjust a gradient and create a drop shadow.

### **Draw and compose an illustration.**

14. Draw straight lines.
15. Draw curved lines.
16. Draw elements of an illustration.
17. Apply attributes to objects.
18. Assemble an illustration
19. Stroke objects for artistic effect.
20. Use Live Trace and Live Paint Bucket Tool.

### **Transform and distort objects.**

21. Transform objects.
22. Offset and outline paths.
23. Create compound paths.
24. Work with the Pathfinder panel.
25. Create clipping masks.

### **Work with layers.**

26. Create and modify layers.
27. Manipulate layered artwork.
28. Work with layered artwork.

29. Create a clipping set.

#### **Work with patterns and brushes**

- 30. Use the Move command.
- 31. Create a pattern.
- 32. Design a repeating pattern.
- 33. Work with the Brushes panel.
- 34. Work with scatter brushes.

#### **Work with filters, gradient meshes, envelopes, and blends.**

- 35. Work with filters.
- 36. Work with gradient meshes.
- 37. Work with envelopes.
- 38. Create blends.

#### **Work with transparency, live color, effects, and graphic styles.**

- 39. Use the Transparency panel and the Color Picker.
- 40. Work with Live Color.
- 41. Apply effects to objects.
- 42. Use the Appearance panel.
- 43. Work with graphic styles.

#### **Create graphs in Illustrator.**

- 44. Create a graph.
- 45. Edit a graph using the Graph Data window.
- 46. Use the Group Selection Tool.
- 47. Use the Graph Type dialog box.
- 48. Create a combination graph
- 49. Create a custom graph design.
- 50. Apply a custom design to a graph.
- 51. Create and apply a sliding-scale design.

#### **Draw with symbols.**

- 52. Create symbols.
- 53. Place symbol instances.
- 54. Modify symbols and symbol instances.
- 55. Create symbol instance sets.
- 56. Modify symbol instance sets.

### **Create 3D objects.**

- 57. Extrude objects.
- 58. Revolve objects.
- 59. Manipulate surface shading and lighting.
- 60. Map artwork to 3D objects.

### **Prepare a document for prepress and printing.**

- 61. Explore basic color theory.
- 62. Work in CMYK mode.
- 63. Specify spot colors.
- 64. Create crop marks.
- 65. Create bleeds.

### **Prepare Graphics for the Web.**

- 66. Create slices.
- 67. Specify slice type and slice options.
- 68. Use the Save for Web and Devices dialog box.
- 69. Create an image map.