

College of San Mateo

Course Outline

- New Course
 Update/No change
 Course Revision (Minor)
 Course Revision (Major)

Date: 10/7/10

Department: Digital Media Number: 211

Course Title: Media Design I: Illustrator Units:3

Total Semester Hours Lecture:48 Lab: 16 Homework: 80 By Arrangement: 0

Length of Course

- Semester-long
 Short course (Number of weeks ___)
 Open entry/Open exit

Grading

- Letter
 Pass/No Pass
 Grade Option (letter or Pass/No Pass)

Faculty Load Credit (To be completed by Division Office; show calculations.):

FLCS 3.7 Calculations: Lecture: $(48 \div 16) = 3$ Lab: $(16 \div 16) = 1 \times .7$

1. Prerequisite (Attach Enrollment Limitation Validation Form.)
None
2. Corequisite (Attach Enrollment Limitation Validation Form.)
3. Recommended Preparation (Attach Enrollment Validation Form.)
4. Catalog Description (Include prerequisites/corequisites/recommended preparation. For format, please see model course outline.)
DGME 211 Media Design I: Illustrator
(3) (Pass/No Pass or letter grade) Minimum of 48 lecture hours and 16 lab hours per term.
Creating digital illustrations destined for digital media applications such as print, web or multimedia using Adobe Illustrator. Software instruction is accomplished by producing practical projects that include exposure to and practice with a wide variety of software features, including the pen tool. A materials fee shown in the Schedule of Classes is payable upon registration. (AA, Area5d, CSU)
5. Class Schedule Description (Include prerequisites/corequisites/recommended preparation. For format, please see model course outline.)

DGME 211 Media Design I: Illustrator

Creating digital illustrations destined for digital media applications such as print, web or multimedia using Adobe Illustrator. Software instruction is accomplished by producing practical projects that include exposure to and practice with a wide variety of software features, including the pen tool. A \$xx.xx materials fee is payable upon registration. *(Pass/No Pass or letter grade)* (AA, Area5d, CSU)

6. **Student Learning Outcomes** (Identify 1-6 expected learner outcomes using active verbs.)

Upon successful completion of the course, the student will be able to:

1. Accurately produce vector-based drawings of a high level of difficulty.
2. Use Adobe Illustrator with a professional level of accuracy.
3. Create Illustrator drawings, either from scanned pencil sketches or written directions, with great attention to detail and directions.
4. Synthesize and create an original illustration using their acquired digital drawing skill set.

7. **Course Objectives** (Identify specific teaching objectives detailing course content and activities. *For some courses, the course objectives will be the same as the student learning outcomes. In this case, "Same as Student Learning Outcomes" is appropriate here.*)

Same as Student Learning Outcomes.

8. **Course Content** (Brief but complete topical outline of the course that includes major subject areas [1-2 pages]. Should reflect all course objectives listed above. In addition, a sample course syllabus with timeline may be attached.)

1. BASIC COMPETENCIES

Illustrator work area, menus, palettes
Viewing, navigation
Selecting

2. CREATING PATHS

Pen tool basics
Pen tool strategies

3. BASIC STROKES AND FILLS

Knockouts/overprints
CMYK builds

4. ALTERING/EDITING SHAPES AND PATHS

Direct selection tool
Knife tool
Scissors tool
Compound paths
Clipping paths
Transform palette
Path offset

5. STRATEGIC ISOLATION

Stacking order
Layers palette
Template layers
Locking

6. COMBINING/DIVIDING SHAPES

Pathfinder
Grouping
Cloning

7. MODIFIED FILLS AND STROKES

Blending
Gradients
Custom patterned fills
Custom brush patterns
Transparency
Gradient mesh

8. TYPE

Applying basic specs
Filling with gradient
Turning into editable paths
Set on a path or curve
Properly outlined
Distressing

9. FILTERS

Roughen
Zig Zag
Scribble

10. TRANSFORMING

Reflecting
Rotating

11. SAVING FOR WEB

9. **Representative Instructional Methods** (Describe instructor-initiated teaching strategies that will assist students in meeting course objectives. Describe out-of-class assignments, required reading and writing assignments, and methods for teaching critical thinking skills. **If hours by arrangement are required, please indicate the additional instructional activity which will be provided during these hours, where the activity will take place, and how the activity will be supervised.**)

Lectures with supporting visuals and audio.

Reading and practical textbook assignments to be completed and turned in.

Instructor-designed projects and a student designed project to be completed and turned in.

10. **Representative Methods of Evaluation** (Describe measurement of student progress toward course objectives. Courses with required writing component and/or problem-solving emphasis must reflect critical thinking component. If skills class, then applied skills.)

Letter grades are determined by analyzing the quality of execution, attention to detail, ability to follow directions, evidence of software competency and number and severity of errors on projects and assignments.

11. **Representative Text Materials** (With few exceptions, texts need to be current. Include publication dates.)
Exploring Adobe Illustrator CS5; ISBN: 1-4354-4202-4, 2010

Prepared by: _____
(Signature)

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Submission Date: _____