College of San Mateo
Official Course Outline

1. **COURSE ID:** DGME 211  **TITLE:** Media Design I: Illustrator
   **Units:** 3.0 units  **Hours/Semester:** 48.0-54.0 Lecture hours; and 16.0-18.0 Lab hours
   **Method of Grading:** Grade Option (Letter Grade or P/NP)

2. **COURSE DESIGNATION:**
   **Degree Credit**
   **Transfer credit:** CSU
   **AA/AS Degree Requirements:**
   CSM - GENERAL EDUCATION REQUIREMENTS: E5d. Career Exploration and Self-Development

3. **COURSE DESCRIPTIONS:**
   **Catalog Description:**
   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.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**
   Upon successful completion of this course, a student will meet the following outcomes:
   1. Accurately produce vector-based drawings of a high level of difficulty.
   2. Use Adobe Illustrator with a proficient 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.

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**
   Upon successful completion of this course, a student will be able to:
   1. Accurately produce vector-based drawings of a high level of difficulty.
   2. Use Adobe Illustrator with a proficient 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.

6. **COURSE CONTENT:**
   **Lecture Content:**
   1. **BASIC COMPETENCIES**
      A. Illustrator work area, menus, palettes
      B. Viewing, navigation
      C. Selecting
   2. **CREATING PATHS**
      A. Pen tool basics
      B. Pen tool strategies
   3. **BASIC STROKES AND FILLS**
      A. Knockouts / overprints
      B. CMYK builds
   4. **ALTERING/EDITING SHAPES AND PATHS**
      A. Direct selection tool
      B. Knife tool
      C. Scissors tool
      D. Compound paths
      E. Clipping paths
      F. Transform palette
      G. Path offset
   5. **STRATEGIC ISOLATION**
      A. Stacking order
      B. Layers palette
C. Template layers
D. Locking

6. COMBINING/DIVIDING SHAPES
   A. Pathfinder
   B. Grouping
   C. Cloning

7. MODIFIED FILLS AND STROKES
   A. Blending
   B. Gradients
   C. Custom patterned fills
   D. Custom brush patterns
   E. Transparency
   F. Gradient mesh

8. TYPE
   A. Applying basic specs
   B. Filling with gradient
   C. Turning into editable paths
   D. Set on a path or curve
   E. Properly outlined
   F. Distressing

9. FILTERS
   A. Roughen
   B. Zig Zag
   C. Scribble

10. TRANSFORMING
    A. Reflecting
    B. Rotating

11. SAVING FOR WEB

Lab Content:
Students utilize lab time to work on textbook assignments and projects under the guidance of the instructor.

7. REPRESENTATIVE METHODS OF INSTRUCTION:
   Typical methods of instruction may include:
   A. Lecture
   B. Other (Specify): 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.

8. REPRESENTATIVE ASSIGNMENTS
   Representative assignments in this course may include, but are not limited to the following:

   Writing Assignments:
   Students create and edit text as part of their instructor-designed/prompted or wild card Illustrator projects. Students compose exhibit text as appropriate for their pieces and portfolios.

   Reading Assignments:
   Weekly readings from the assigned textbooks. Additional reading and practical textbook assignments to be completed and turned in.

   Other Outside Assignments:
   Instructor and student guided projects to be completed and turned in. For example, students create vector-based illustrator drawings, either from scanned pencil sketches or written directions, with great attention to detail and directions.

9. REPRESENTATIVE METHODS OF EVALUATION
   Representative methods of evaluation may include:
   A. Projects
   B. Quizzes
   C. 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.

10. REPRESENTATIVE TEXT(S):
Possible textbooks include:

**Origination Date:** November 2014  
**Curriculum Committee Approval Date:** February 2015  
**Effective Term:** Fall 2015  
**Course Originator:** Kevin Henson