EASTERN ARIZONA COLLEGE
Digital Illustration
Course Design
2016-2017

Course Information
Division                        Fine Arts
Course Number                   ART 186
Title                           Digital Illustration
Credits                         3
Developed by                    Tom Cicchelli/ Revised by Jeff Henley
Lecture/Lab Ratio               1 Lecture/4 Lab
Transfer Status

<table>
<thead>
<tr>
<th></th>
<th>ASU</th>
<th>NAU</th>
<th>UA</th>
</tr>
</thead>
<tbody>
<tr>
<td>ART Dept Elective, GIT Dept Elective</td>
<td>VC Departmental Elective</td>
<td>ART Departmental Elective</td>
<td></td>
</tr>
</tbody>
</table>

Activity Course                 No
CIP Code                        50.0400
Assessment Mode                 Pre/Post Test (20 Questions/100 Points)
Semester Taught                 Fall
GE Category                     None
Separate Lab                    No
Awareness Course                No
Intensive Writing Course        No

Prerequisites                   None

Educational Value
Essential to the art student wanting to learn about Graphic Arts. Techniques also pertinent to computer students, business students, and others contemplating fields where they will be expected to create well designed, professional quality documents.

Description
Introduction to industry standard software for creating computer generated artwork and documents, with emphasis on creation of a variety of readable, professionally laid-out documents, which meet design and printing industry standards. Students will be introduced to the basic use of Adobe Illustrator tools, illustrating of graphics, typography and layout design.

Supplies
Flash Drive or other digital storage medium.
Competencies and Performance Standards

1. Utilize tools used to draw objects.

   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Draw and transform basic shapes.
   b. Create, move, and edit straight and curve paths.
   c. Select and edit individual anchor points.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o in completion of instructor assigned exercises
   o in the completion of terminology tests

   *Performance will be satisfactory when:*
   
   o learner draws and transforms basic shapes
   o learner creates, moves, and edits straight and curve paths
   o learner selects and edits individual anchor points

2. Apply the concept of color in creating computer generated artwork and documents.

   **Learning objectives**
   
   *What you will learn as you master the competency:*
   
   a. Learn what color mode to use.
   b. Apply color to strokes and fills.
   c. Make gradients.

   **Performance Standards**
   
   *Competence will be demonstrated:*
   
   o in completion of instructor assigned exercises
   o in the completion of terminology tests

   *Performance will be satisfactory when:*
   
   o learner uses correct color modes
   o learner applies color to strokes and fills
   o learner make gradients

**Types of Instruction**

Classroom presentation

Classroom participation

**Grading Information**

**Grading Rationale**

80% Projects and Tests

20% Attitude and Attendance
**Grading Scale**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>100-90%</td>
</tr>
<tr>
<td>B</td>
<td>89-80%</td>
</tr>
<tr>
<td>C</td>
<td>79-70%</td>
</tr>
<tr>
<td>D</td>
<td>69-60%</td>
</tr>
<tr>
<td>F</td>
<td>59% and below</td>
</tr>
</tbody>
</table>