

EASTERN ARIZONA COLLEGE

Digital Illustration

Course Design

2009-2010

Course Information

Division Fine Arts
Course Number ART 186
Title Digital Illustration
Credits 3
Developed by Tom Cicchelli
Lecture/Lab Ratio 2 Lecture/2 Lab
Transfer Status

ASU	NAU	UA
ART Departmental Elective, GIT Departmental Elective	VC Departmental Elective	ART Departmental Elective

Activity Course No
CIP Code 50.0400
Assessment Mode Pre/Post Test (20 Questions/100 Points)
Semester Taught Spring
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.

Textbooks

Hartman, Annesa. *Exploring Illustrator CS2*. Edition: 1st. ISBN-10: 1418000531. Required

Supplies

CD-R media

3-ring binder

Notebook

Competencies and Performance Standards

1. Discuss 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

You will demonstrate your competence:

- o In completion of instructor assigned exercises
- o In the completion of terminology tests

Your performance will be successful when:

- o you draw and transform basic shapes
- o you create, move, and edit straight and curve paths
- o you select and edit individual anchor points

2. Understands concept of color.

Learning objectives

What you will learn as you master the competency:

- a. Learns what color mode to use
- b. Applies color to strokes and fills
- c. Makes gradients

Performance Standards

You will demonstrate your competence:

- o In completion of instructor assigned exercises
- o In the completion of terminology tests

Your performance will be successful when:

- o you know what color mode to use
- o you apply color to strokes and fills
- o you make gradients

3. Describe typeface.

Learning objectives

What you will learn as you master the competency:

- a. Discuss typeface styles
- b. Explain baseline, cap height, x-height, ascender, descender, monospace, proportional, serif, sans serif, legible
- c. Use different type styles

Performance Standards

You will demonstrate your competence:

- o In completion of instructor assigned exercises
- o In the completion of terminology tests

Your performance will be successful when:

- o you discuss typeface styles
- o you explain baseline, cap height, x-height, ascender, descender, monospace, proportional, serif, sans serif, legible
- o you use different type styles

Types of Instruction

Classroom presentation

Classroom participation

Grading Information

Grading Rationale

60% Tests and quizzes

40% Skill

Grading Scale

A 100-90%

B 89-80%

C 79-70%

D 69-60%

F 59% and below