

# TBE 3535, Fall 2014

## Computer Illustrations

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### Instructor:

Dr. Laura MacLeod  
Office: EH368

Phone: 801-626-6822

Email: [lmacleod@weber.edu](mailto:lmacleod@weber.edu)

Office Hours:

### Course Description:

In this course you will learn the fundamentals of a vector drawing program such as Adobe Illustrator. You will become skilled using the Pen Tool to create vector drawings and will learn various techniques for applying color, attributes, styles, and effects to your artwork. You will also create, edit, and format type to add to your artwork. At the end of the course you will create a project that integrates vector and bitmap images.

### Course Outcomes

At the conclusion of this course students will be able to complete or have an understanding of the following:

1. Learn the basic elements of the Illustrator tools, menus, and panels
2. Draw basic shapes such as squares, rectangles, circles, polygons, and ellipses using the toolbox shape tools.
3. Manipulate objects (i.e., move, scale, rotate, reflect, shear, distort).
4. Draw from a template using the Pen Tool. Create open and closed path as well as straight and curved lines.
5. Modify paths by moving segments and adding and deleting anchor points.
6. Draw using the various types of brushes (i.e., calligraphic, scatter, art, and pattern) and the symbol sprayer.
7. Use Live Trace to convert existing bitmap images to vector.
8. Modify objects using the transform tools (i.e., rotate, reflect, scale, shear, and reshape).
9. Create a color group and build a color palette using the Color Guide panel and Live Color features.
10. Apply fills and strokes to objects using Illustrator's painting tools.
11. Fill objects with gradients and blends to create shadows and lighting effects.
12. Enter type on the page and set type attributes (i.e., font, size, leading, tracking, and kerning).
13. Create text effects and type text along a path.
14. Draw objects in perspective using the two-point perspective grid
15. Create 3D objects using the Extrude and Bevel, Revolve, and Rotate features.

### Required Materials:

You will be provided an account on the NTM Server which will contain assignment files and space for backing up your work. However, you will need to purchase storage media (i.e., jump drive or portable hard drive) for saving assignments so that you can work outside the classroom.

### Software:

Illustrator CC is available on all of the computers in EH313, and on some of the computers in NTM Lab EH311. The lab hours for the semester are posted on the TBE Lab website at <http://www.weber.edu/ntm/lab311.html>.

Adobe offers various subscription plans for purchasing either a single application such as Adobe Photoshop CC or the entire Creative Cloud Suite. See the following website for more information on the Adobe's subscription plans.

<http://www.adobe.com/products/indesign/buying-guide.html>

## **Textbook:**

### ***Adobe Illustrator CC Classroom in a Book***

by: Adobe Creative Team

Publisher: Adobe Press

Publication Date: June 25, 2013

Print ISBN: 13:978-0-321-92949-5

## **Assignments and Grading:**

Your final grade will be based on the total points you earn on the textbook exercises and lab assignments, three projects, and a final production exam. Assignments can be turned in one week late with a 20% penalty.

On Tuesdays, the instructor will walk introduce the concepts for the week's CIAB lesson.

Thursday's class will be a lab in which you will have time to complete the CIAB lesson for the week or the lab assignment related to the lesson.

### **Textbook Exercises and Lab Assignments 25%**

Each chapter in the Illustrator CC Classroom in a Book contains step-by-step instructions for creating an Illustrator document. A few of the CIAB lessons will be submitted for review and will be part of your grade.

You will complete lab assignments that will give you the opportunity to practice the concepts from the CIAB lessons. The lab assignments cover one or two CIAB lessons and are usually submitted every other week.

### **Projects 60%**

Project 1: Logo and Identity Design

Project 2: Web Page Mockup

Project 3: Package Labels

### **Production Test 15%**

At the end of the semester you will take a production test where you will create the illustration used on a cereal box. The production test will start during the last class period and will be finished during the final exam class session. A template of the illustration will be provided for the cereal cover.

## **Class Procedures and Policies**

### **Accessing/Submitting Assignments**

Assignments can be accessed from the Canvas class website. Go to <http://canvas.weber.edu> to log in to the class website. You will find the syllabus, schedule, assignments, a calendar indicating assignment deadlines, and additional material. You can also access the website to see your grades for each assignment.

The assignment files will be submitted in the Canvas assignment window. If there are any very large assignment files, your instructor will have you submit the files to your network account instead of Canvas.

## **Late Work**

Please see the class schedule to be aware of what will be covered each week. The schedule indicates what CIAB lesson you will need to complete outside of class and what activities we will work on in class.

Due dates for assignments will be posted on the Canvas class calendar. If you miss a due date for the required homework assignments and the first two projects, you have one week to submit an assignment late with a late penalty of 20%. If you are ill or a family emergency comes up, please contact your instructor prior to the class period in which an assignment is due to avoid a late penalty.

## **Tips for Success**

As a general rule you should spend at least twice as much time outside of class as in class. One cannot learn all of the material by just reading the text. Practice is critical when learning new technology/software.

Successful students read the upcoming material ahead of time. They participate actively in class. They complete each of the CIAB lessons, even when they are not required to be submitted for a grade.

If you are struggling with any concept, please come see me during office hours. You are encouraged to ask questions during class when you don't understand something.

## **Ethical Conduct**

During this class you will be expected to maintain academic ethics and honesty. Please refer to the WSU's Student Code for a review of your academic rights and responsibilities. The Student Code is provided at the following URL: [http://www.weber.edu/ppm/Policies/6-22\\_StudentCode.html](http://www.weber.edu/ppm/Policies/6-22_StudentCode.html).

Cheating on assignments or tests will not be tolerated. All work must be your own. If you submit another student's work, you will be assigned a failing grade for that assignment. If it happens a second time, the student will fail the class.

The Internet is full of vector artwork and documents. You are encouraged to examine this artwork, but you should not use others' artwork for your assignments unless authorized by your instructor.

You can ask another student, a friend, or spouse questions about an assignment. You can even ask them to demonstrate certain features of the software using one of the exercise files. But in the end you need to be the one that completes the steps for the assignment.

## **Technical Support**

For assistance with Canvas or related technical issues, please call 626-6499. If you are having technical issues related to usernames/passwords, please call the Service Desk at 626-7777.

## **Accommodations for Students with Disabilities**

Any students requiring accommodations or services due to a disability should contact Services for Students with Disabilities (SSD) in Room 181 of the Student Service Center. SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary. Please provide your instructor with a signed letter from the SSD if you require additional time or other accommodations during tests.