

Computer Illustrations

Instructor: Jeremy Harvey

Office: LP-218M

Office Hours: Tu/Th 1:30 - 3:30.

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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/transform 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. Create a color group and build a color palette using the Color Guide panel and Live Color features.
9. Apply fills and strokes to objects using Illustrator's Blob brush and other painting tools.

10. Fill objects with gradients and blends to create shadows and lighting effects.
11. Enter type on the page and set type attributes (i.e., font, size, leading, tracking, and kerning).
12. Create text effects and type text along a path.
13. 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 2015 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 NTM Lab website at <http://www.weber.edu/ntm/lab311.html>.

Adobe offers various subscription plans for purchasing either a single application such as Adobe Illustrator CC or the entire Creative Cloud Suite. See the following website for more information on the Adobe's subscription plans. <https://creative.adobe.com/plans>.

Textbook:

Adobe Illustrator CC Classroom in a Book (2015 Release)

by: Brian Wood

Publisher: Adobe Press

Publication Date: June 25, 2013

ISBN: 9780134308111

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 10% penalty.

The instructor will spend class time introducing the concepts from the *Illustrator Classroom in a Book* textbook. She will not go through the lesson step by step in class, so you will be expected to complete the CIAB lessons outside of class. Class time will also be spent practicing *Illustrator* concepts through short activities and lab assignments.

Lab Assignments & Class Activities 25%

The instructor will introduce the *Illustrator* concepts often by using the *Classroom in a Book* lesson files. She may also have students complete short activities during a class period. At times the instructor may have the students submit this class work for feedback and a grade. Only students attending class will be able to submit these unscheduled assignments.

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: Concert Poster, drawing from a photo

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 by clicking on the Canvas Assignments link. The Canvas calendar indicates assignment deadlines. You can also click on the Grades link 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 NTM 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 10%. 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 or as soon after as possible.

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.

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.

Emergency Closure:

If for any reason the university is forced to close for an extended period of time, the class will be conducted via Canvas. Look for announcements posted to the Canvas class or a class email sent through Canvas.