# BASIC COMPUTER ILLUSTRATION  
**Course Syllabus**

<table>
<thead>
<tr>
<th>Course Number:</th>
<th>ADD-0489</th>
<th>OH LAP Credit:</th>
<th>No</th>
</tr>
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<tbody>
<tr>
<td>OCAS Code:</td>
<td>None</td>
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<tr>
<td>Course Length:</td>
<td>90 Hours</td>
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<tr>
<td>Career Cluster:</td>
<td>Arts, A/V Technology &amp; Communications</td>
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<td>Career Pathway:</td>
<td>Visual Arts</td>
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<td>Career Major(s):</td>
<td>Visual Graphic Design</td>
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**Pre-requisite(s):**

**Course Description:** Using an illustration software, students create, import, edit, and prepare a variety of illustrations on the computer.

**Textbooks:**

Course Objectives:  

A.  **Demonstrate Use of Color Features in Adobe Illustrator.**  
1. Explore basic color theory.  
2. Discuss color correction and adjustment.  
3. Discuss duotones, tritons, and quad tones.  
4. Discuss RGB, CMYK, and spot color.

B. **Demonstrate Use of Filters, Gradient Meshes, Envelopes, and Blends in Adobe Illustrator.**  
1. Work with filters.  
2. Work with gradient meshes.  
3. Work with envelopes.  
4. Create blends.

C. **Work with Transparency, Effects, and Graphic Styles.**  
1. Use the transparency palette and color picker.  
2. Apply effects to objects.  
3. Use the appearance palette.  
4. Work with graphic styles.

D. **Draw with Symbols.**  
1. Create and place symbols.  
2. Create and modify symbol instance sets.

E. **Prepare a Variety of Illustrations on the Computer.**  
1. Demonstrate a functional knowledge of menus and palettes of illustration software.  
2. Use tools and effects.  
3. Create, import, and edit line art.  
4. Create, import, and edit spot color illustrations.  
5. Create, import, and edit process color illustrations.  
6. Create, import, and edit RGB illustrations.  
7. Import scanned images and trace/redraw.  
8. Create and use styles.  
9. Create custom blends, masks, and compound paths.  
10. Convert type to paths and manipulate for display.  
11. Prepare graphics and text for on-screen presentation.  
12. Produce a logo design on the computer and integrate into a design.  
13. Create vector animations for on-screen presentations.  
15. Perform printing and separation functions.  

¹ODCTE objective  
All unmarked objectives are TTC instructor developed.

Teaching Methods:  
The class will primarily be taught by the lecture and demonstration method and supported by various media materials to address various learning styles. There will be question and answer sessions over material covered in lecture and media presentations. Supervised lab time is provided for students to complete required projects.
Grading Procedures:
1. Students are graded on theory and shop practice and performance.
2. Each course must be passed with seventy (70%) percent or better.
3. Grading scale: A=90-100%, B=80-89%, C=70-79%, D=60-69%, F=50-59%.

Description of Classroom, Laboratories, and Equipment:
Tulsa Technology Center campuses are owned and operated by Tulsa Technology Center School District No. 18. All programs provide students the opportunity to work with professionally certified instructors in modern, well-equipped facilities.

Available Certifications/College Credit:
The student may be eligible to take state, national or industry exam after completion of the program. College credit may be issued from Oklahoma State University-Okmulgee or Tulsa Community College. See program counselor for additional information.

College Credit Eligibility:
The student must maintain a grade point average of 2.0 or better.