COMPUTER ILLUSTRATION
Course Syllabus

Course Number: ILL-0314
OCAS Code: None
Course Length: 60 Hours
Career Cluster: Arts, A/V Technology & Communications
Career Pathway: Visual Arts
Career Major(s): Visual Graphic Design

Pre-requisite(s): Students will apply skills and knowledge learned in Basic Computer Illustration course to a variety of projects.

Course Description:

Textbooks:

- Exploring the Elements of Design by Poppy Evans and Mark A. Thomas, Cengage Delmar Learning (2008)
- Exploring the Elements of Design by Poppy Evans and Mark A. Thomas, Cengage Delmar Learning (2008)
Course Objectives:  

A. **Demonstrate General Knowledge of Adobe Illustrator.**
   1. Discuss Adobe Illustrator workspace and document views.
   2. Discuss menus and options bar.
      a. Palettes
      b. Tool box
   3. Demonstrate a functional knowledge of menus and palettes of illustration software.
   4. Create basic shapes.
   5. Apply fill and stroke colors to objects.
   6. Select, move, and align objects.
   7. Transform objects.
   8. Make direct selections.

B. **Create Text and Gradients.**
   1. Create and format text.
   2. Flow text into an object.
   3. Position text on a path.
   4. Create colors and gradients and apply to text.
   5. Adjust a gradient and create a drop shadow.

C. **Understand Advanced Type Techniques.**
   1. Use type and shapes.
   2. Demonstrate faded type effects.

D. **Draw and Compose an Illustration.**
   1. Use tools and effects.
   2. Draw straight and curved lines.
   3. Draw elements and assemble an illustration.
   4. Apply attributes to objects.
   5. Stroke objects for artistic effect.
   6. Use live trace and the live paint bucket tool.
   7. Import scanned images and trace/redraw.
   8. Create, import, and edit line art.
   9. Create, import, and edit spot color illustrations.
   10. Create, import, and edit process color illustrations.
   11. Create, import, and edit RGB illustrations.

E. **Understand Clipping Masks, Paths, and Shapes.**
   1. Create and use styles.
   2. Demonstrate the use of clipping groups.
   3. Use the pen tool.
   5. Create custom blends, masks, and compound paths.
   6. Convert type to paths and manipulate for display.

F. **Enhanced Selections.**
   1. Utilize the alpha channel.
   2. Extract in Photoshop.
   3. Demonstrate the clone tool.
   4. Use the magic wand.

G. **Transform and Distort Objects.**
   1. Offset and outline paths.
   2. Create Compound paths.
3. Work with the pathfinder palette.
4. Create clipping masks.

H. Work with Layers in Adobe Illustrator.
1. Create and modify layers.
2. Work with and manipulate layered artwork.
3. Create a clipping set.

I. Work with Patterns and Brushes.
1. Use the move command.
2. Create a pattern.
3. Design a repeating pattern.
4. Work with scatter brushes and the brushes palette.

J. Adjust Colors.
1. Modify color saturation.
2. Use color channels to adjust colors.

K. Discuss File Types.
1. JPG
2. EPS
3. PSD
4. DOC
5. TIFF
6. AI
7. PDF

L. Design Graphic Images.
1. Create simple vector base graphic image for output.
2. Prepare graphics and text for on-screen presentation.
3. Produce a logo design on the computer and integrate into a design.
4. Create vector animations for on-screen presentations.
5. Refine images.

M. Place images.
1. Evaluate photograph quality and appropriateness for application.
2. Demonstrate ability to compose image.

N. Discuss Printing and Troubleshooting.
1. Prepare graphics and text for print.
2. Perform printing and separation functions.

1ODCTE objectives
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.