In this course Adobe Illustrator CS5 for Macintosh and PC; students will learn how to create graphic illustrations and manipulate text using a vector based computer graphics drawing program. Emphasis will be on design, typography / text manipulation, graphic rendering, understanding and preparing art work for pre-press, and creating graphics for the Web.

Course Goals and Objectives

- Understanding of computerized Vector Graphics.
- Designing and Constructing vector shapes.
- Working with Layers to control and composite vector images.
- Color Fills and Strokes, working with PMS Color, creating a color Swatch Palette.
- Working with Gradients, Patterns, Gradient Mesh, Color Transparency.
- Inputting, controlling, and designing with Text. Understanding Fonts there usage in design.
- Mastery of the Pen Tool.
- Use of Rulers, Grids, Guides, and various types of measuring Units.
- Importing Bit-Mapped Images into Adobe Illustrator.

Content Goals and Performance Objectives

Upon satisfactorily completing the Computer Illustration (Adobe Illustrator CS5) class, students will demonstrate the following skills in the software application.

1.) Understand and utilize the Interface, Palettes and Tools.
2.) Understand and utilize Text inputting and manipulation.
4.) Understand and utilize the Pen Tool for drawing and reproducing graphic images.
5.) Understand and utilize Filters and Effects
6.) Understand the use of Clipping Paths when importing Bit-mapped images into Illustrator.
7.) Understand and utilize Transform, Arrange, Pathfinder, and Blending commands and controls.
8.) Understand and utilize Layers and Sub-layers as related to compositing techniques, well ordered graphic design and construction.
9.) Understand and utilize Adobe Illustrator Preferences
10.) Understand and utilize Gradient Commands and the Gradient Mesh tool and Commands
11.) Created simple 3D objects.
SCANS Competencies
During the progress of this course, the student will demonstrate competencies in the following skills:

Workplace Competencies Resources:
• Manages Time: After reading the syllabus in the first class meeting and throughout the course, the student will allocate enough time to complete the required assignments and projects.

Exhibiting Interpersonal Skills:
• Participates as a Member of a Team: Throughout the course, the student will work cooperatively with others and contribute to group efforts with ideas and suggestions.
• Teaches others: This is a very interactive course in which the student must share ideas and concepts in group discussions and critiques. Peer evaluation is used as a tool to expand objective and courteous verbal and written skills.
• The student is expected to display professional and courteous behavior and demonstrate efficiency and competency in work.
• Demonstrate Leadership: Throughout this course the student must develop leadership qualities as he works on a team to develop projects.
• Works With Diversity: Each department at HCC has students studying from all over the world. Also, in any semester, we have students whose ages might range from 18 to 80. This diverse student population is one of the strengths of our institution and department. In each course, students gain experience in interacting with men and women from a variety of ethnic, social, or educational backgrounds.

Working with Information:
• Organizes/Maintains Information: Throughout the course, the student will organize, process, and maintain his/her portfolio in a professional fashion.

Applying System Knowledge:
• Design/Improve systems: The student will be expected to design and re-work and improve his project solutions to create effective and professional work.

Using Technology:
• Select equipment and tools: In this course, the student will be expected to select the appropriate software to

Basic Skills:
• Reading: Throughout the course, the student will understand and interpret written information required for achieving success in the course.
• Arithmetic/Mathematics: Throughout this course, the student will calculate measurements and use ratios and formulas to construct his/her projects.
• Listening: Throughout the course, the student will receive, attend to, interpret, and respond to verbal messages and other cues such as body language in ways that are appropriate to the purpose. For example, comprehend, learn, evaluate, appreciate, or support the speaker.

Thinking
• Creative thinking: This is an essential component of the daily problem solving techniques required to develop and produce successful innovative digital work.
• Problem Solving: Throughout the course, recognizing that a problem exists, the student will identify possible reasons for the problem and devise and implement a plan of action to resolve it using a variety of computer applications on the job.
Personal Qualities

- **Responsibility:** Throughout the course, the student will exert a high level of effort and persevere towards goal attainment, work hard to become excellent at doing tasks by setting high standards, pay attention to details, work well even when assigned an unpleasant task, and display a high level of concentration. The student will display a high standard of attendance, punctuality, enthusiasm, vitality, and optimism in approaching and completing tasks.

- **Self-esteem:** Throughout the course, the student will believe in his/her own self-worth and maintain a positive view of himself/herself. The student will demonstrate knowledge of his/her own skills and abilities, show an awareness of his/her impression on others.

- **Sociability:** Throughout the course, the student will demonstrate understanding, friendliness, adaptability, empathy, and politeness in new and ongoing group settings. The student will assert himself/herself in familiar and unfamiliar social situations, relate well to others, respond appropriately as the situation requires, and take

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**Attendance**

Attendance is required (3 semester hours: 2 hours of lecture/ 2 hours of in class lab time per week). The HCC Catalog states: “A student may be dropped from a course for excessive absences after the student has accumulated absences in excess of 12.5% of hours of instruction (including lecture and regularly scheduled lab times)” This translates into more than 2 missed classes for the Spring semester. Being late for class will not be tolerated (10 minutes past start time). Attendance will be checked each class session. Your attendance is considered to be part of class participation, and as such will affect you grade. The instructor will not to issue administrative drops for students with excessive absences. Anyone with excessive absences is advised to drop the course; Students with excessive absences who do not drop by the published deadline will receive a grade of F in the course. Students may also sign up for optional, open labs, which will be available after the first week of classes; Lab Policies are stated later in this syllabus.

**Grading**

Students will be graded on the following criteria:

1. Completion of assignments, exhibiting the ability to accurately and creatively render the assignments involving the application techniques demonstrated in class, in the written handouts. Online Web based research assignment and in class Power Point Presentation
2. Turning assignments in on time with the Grading Evaluation Sheet and in the manner stated by the instructor.
3. Attempts to push the assignments further then what is required will increase the chances for a higher grade.
4. Creativity in rendering the assignment and original thinking when pertinent.
5. Class attendance and participation.
6. Turning a completed and quality Portfolio and work produced for this class.

Each Assignment will be turned into the instructor on the Shared Folder. Certain assignments will be printed out in class in color. It is suggested that you have at least one assignment output by a “Service Bureau”, this will be discussed in class. It is recommended that you use Houston Photo-Imaging or Copy.com to output certain assignments. You will treat each assignment as a portfolio piece; this means printed out in color and secured in a portfolio binder as discussed in class.

**Grading Weights**

You will be given an Objectives (both technical and aesthetic) and a Grade Evaluation Sheet with each assignment. You will be expected to meet the criteria on each assignment sheet and, turn in to the instructor the Grade Evaluation Sheet signed. Grading will be scored by the amount of points allocated to each criteria. A total number of points will be listed on the grade sheet for each criteria. The instructor will record a numerical score for each criteria on the evaluation sheet leading to a total score for the assignment. Total scores will equal to a letter grade as defined by a predetermined numerical Scoring range (130 - 120 points = A). Numerical points will automatically be deducted for all assignments turned in late or only partially completed. Grading system info. to be handed out in class.
Course Competencies

This will be demonstrated by the Final Project and the completed Portfolio you submit at the end of the semester. There will be a discussion in class pertaining to the Web Research requirement for this class.

Course Supplies

Notebook binder, 2Gig Jump Drive or a Pocket Hard Drive), Students will supply the necessary Epson paper for in class print outs (costs $20.00 per student)*, also each student must purchase a Portfolio Binder 11” x 14” for their portfolios. Students will also supply the class with 1 ream of Laser paper, The suggested text books and anything else assigned in class. It is strongly suggested that the student purchase a portable external hardrive, this will be discussed in class.

* The $20.00 paid by each student allows us to print out the highest quality prints of each assignment done in class. Each student may choose to print out their own assignments for the portfolio requirement at the end of the semester. Print Fee money is due by Feb. 9 2012. No refunds can be given after March 1, 2012

Course Competencies Statement

Upon completion of this course, Adobe Illustrator CS4/5, students will have demonstrated the ability to create Vector based drawing on the computer, to accurately measure and layout a page design, to design and create an original logo, to have a basic understanding of color use and techniques used in pre-press preparation, and to be able to use the tools and techniques available in this software application.

Textbook

Visual Quickstart Guide, Illustrator CS5, E. Weinmann & P. Lourekas
ISBN #013138547 X Peachpit Press

Work Place Competencies

• • Time Management • Student will have a complete understanding of course requirements and allocate his or her time to complete all required assignments and projects.

• • Organizes / Maintains Information • Students will maintain a binder containing all class materials and a portfolio with printed copies of all assignments. Students will also maintain copies of all assignments on the Student Hardrive and other external storage devices. (No Excuses accepted for lost or damaged assignments).

• • Uses Computer to Process Information • Students will create and render all assignments and projects on a Macintosh or PC computer using Adobe Illustrator CS5

• • Understand Systems • Students are required to understand the basic HCC West Loop Center’s system for accessing the computers, printing, scanning, storing files, accessing the department Shared Folder and the technology inherent in Adobe Illustrator CS5 to operate it effectively.

• • EagleOnline Students will utilize and understand how to access and use HCC Eagle online for further online training.

• • Monitors/Corrects Performance • Students will monitor his/her performance to meet the criteria of the course and the technology involved.

• • Applies Technology to the Tasks • Student will make every attempt to understand the technology being taught and used in class while following the proper operating procedures inherent Adobe Illustrator CS5
Policies and Procedures:

Students may refer to the student handbook and college catalog to find the following information.

- Withdrawal Policy
- Attendance Requirements
- Grading Scale
- Refund policy
- Plagiarism Policy

All Students are responsible for Withdrawing themselves for this by March 29 by 4:30pm. Failure to do this will result in a final Grade of F.

Basic Requirements

Basic Computer Skills:

Students are expected to have a basic knowledge of the operating systems for Windows and or the Macintosh computers:

1) Saving Files
2) Retrieving Saved Files
3) Creating a Folder to store files
4) Using external storage devices
5) When applicable burning a CD
6) Accessing a Printer
7) Accessing the Internet and having an e-mail address
8) Accessing the Internet and HCC BLACKBOARD VISTA
9) Using the Shared Folder Network at HCC

Thinking:

Creative Thinking - Students are encouraged to use as much creativity as possible in generating the class assignments. Special emphasis will be put on originality for certain assignments, such as the Midterm, and Final.

Decision Making - Creativity involves independent thinking and decision making as well as exploration and risk. Learning also encompasses alternate ways to make technology best serve your needs. You are encouraged in all these areas.

Problem Solving - Graphic Design and computer technology are synonymous with problem solving. Students will be expected with each assignment to understand the material and to devise a plan of action within the scope of the assignment to resolve the project.

Research - Throughout the course the student will be encouraged to read and look at other artists work and graphic reproductions in books, magazines and the media.

Suggested Reference Books for Adobe Illustrator CS5

1. Illustrator CS5 (Visual Quickstart) - E. Weinmann & P. Lourekas ISBN# 0-13138547X3.
2. Illustrator CS5 WOW Book, Sharon Steuer, ISBN# 0312712447
4. Idea Index, Jim Krause, ISBN# 1-58180-046-0
Students With Disabilities (ADA)

ADA SYLLABUS STATEMENT

The Office of Students with Disabilities at HCC reminds faculty that they are required to include the following statement on all their class syllabi: Any student with a documented disability (e.g. physical, learning, psychiatric, vision, hearing, etc.) who needs to arrange reasonable accommodations must contact the Disability Services Office at the respective college at the beginning of each semester. Faculty is authorized to provide only the accommodations requested by the Disability Support Services Office.

For questions, contact Donna Price at 713.718.5165 or the Disability Counselor at your college. To visit the ADA Web site, log on to www.hccs.edu, click Future Students, scroll down the page and click on the words Disability Information.

District ADA Coordinator  Donna Price  713.718.5165
Central ADA Counselors  John Reno  713.718.616 Martha Scribner  713.718.6164
Northeast ADA Counselor  Kim Ingram  713.718.8420
Northwest ADA Counselor  Mahnaz Kolaini  713.718.5422
Southeast ADA Counselor  Jette Friis  713.718.7218
Southwest ADA Counselor  Dr. Becky Hauri  713.718.7910
Coleman ADA Counselor  Dr. Raj Gupta  713.718.7631

EGLS3 -- Evaluation for Greater Learning Student Survey System
At Houston Community College, professors believe that thoughtful student feedback is necessary to improve teaching and learning. During a designated time, you will be asked to answer a short online survey of research-based questions related to instruction. The anonymous results of the survey will be made available to your professors and division chairs for continual improvement of instruction. Look for the survey as part of the Houston Community College Student System online near the end of the term.

Adobe Illustrator CS/5 is a state-of-the-art software application for creating vector based drawing on the computer. Adobe Illustrator is the object oriented drawing software of choice used by industry for pre-press production of graphic images (example: Logos) and Web Page illustration graphics. Once mastered Adobe Illustrator CS/5 becomes an essential tool to all designers, digital artists, and those involved in the Digital Communication and print professions. As your instructor I will push you hard and my expectations will be high; however I know that as you begin to integrate Illustrator CS4 into your work you will appreciate what you have learned in this course. GOOD LUCK.
“NOTICE: Students who repeat a course three or more times may soon face significant tuition/fee increases at HCC and other Texas public colleges and universities. If you are considering course withdrawal because you are not earning passing grades, confer with your instructor/counselor as early as possible about your study habits, reading and writing homework, test-taking skills, attendance, course participation, and opportunities for tutoring or other assistance that might be available.”

### Other Resources

**Some Good Graphic Arts Magazines**

1. DESIGN GRAPHICS. (DG Design network.com.au)
2. GRAPHIS (graphis.com)
3. COMMUNICATION ARTS
4. PRINT
5. X FUNS Magazine (xfuns.com)
6. COMPUTER ARTS
7. PHOTOSHOP MAGAZINE
8. HOW

To purchase software a discounted pricing for currently enrolled students:

ACADEMIC SUPERSTORE. COM
call at 1-800-737-6754
JOURNEYED.COM

**Suggested other Book on Adobe Illustrator CS5**

1. Adobe Illustrator CS5 Wow Book, Sharon Steuer
2. Adobe Illustrator One on One, Deke McCelland
3. Real World Adobe Illustrator CS5, Mordy Golding
4. Adobe Illustrator CS5 Revealed, Chris Botello
ALL ASSIGNMENTS MUST BE TITLED WITH YOUR FULL NAME

Wk. 1  
(Jan. 19)  
Introduction to Illustrator CS5  
Go over Syllabus and Course Outline - Instructor/ Student introductions - Student Questionnaire  
What is Adobe Illustrator CS5 - Bitmap vs Vector - Open and Saving Files. Start Assig. 1  
Document Setup - Document Page - Menus - Basic Tool Box - Palettes - Measurements - Moving  
around the document page. Assignment 1 “Basic Shapes” You will be given a handout and  
instruction sheet for creating a series of basic shapes using various tools in the Tool Palette. You  
will use only black and white and shades of gray.  
Due on Due Jan. 26 at the end of class, turned in to the Instructor on Shared Folder.  
Definitions • Preferences, Scaling, Gradients, Clipboard, Color Box, Bounding Box, Page  
Tiling, Guides and Grid. some Transforming Tools. Menus, Palettes, Fills, Stokes, Selection  
Tools, Zero Point, Units of Measure, Basic Scaling and Rotate commands.

Wk. 2  
(Jan. 26)  
Lab time to work on Shape Assignment, due at the end of class.

Wk. 3  
(Fea. 2)  
Introduction to basic Illustrator CS5 tools and techniques. You will be given a set of  
instructions and a visual guide to aid in the construction of a black and white logo design.  
Construction and manipulation of basic shapes, Fills and Strokes, Scaling and Rotating shapes,  
Duplicating, Cut, Copy, Paste, Text Tool, Creating a simple gradient, Basic Pathfinder,  
Align palettes, Speciality Brushes. Once you have completed the B&W you can do a color  
version of the Pencil Logo. Play with different colors, gradients, fill and effects. The version will be  
printed out in class.  
Due at the beginning of class Feb. 9 Color printout to go in Portfolio  
Definitions • Preferences, Scaling, Gradients, Clipboard, Color Box, Bound Box, Page  
Tiling, Guides and Grid. some Transforming Tools.

Wk. 4  
(Feb. 9)  
Assignment 3 “Pen Tool Drawing and using a template”  
First you will use a template and learn the basic of the Pen Tool. Then you will be given a  
selections of drawings to choose from as a template. You will learn how to reproduce a drawing  
using the functions of the Pen Tool. This tool an extremely important as it appears in many differ  
ent print and web graphic software applications. You will also begin to use basic color fills,  
gradients and strokes to recreate the template image. You will reproduce a simple and complex  
template of your choice. The second drawing may come from one of your own sketches (see  
instructor)  
Definitions • Color Palette, Anchor Points and Handles, Arrangement Commands,  
Group Command, Color Swatches, Gradients.

Wk. 5  
(Feb. 16)  
Lab to work on Pen tool Drawings, final pieces will go into the Portfolio.  
Assignment 3 due at the beginning of class Feb. 3. Lab to work on Pen tool Drawings
Assignment 4 “Mandala Designs” You will create your version of an ancient mystical mandala, designs used for meditative and religious purposes in present and past times. You will design with symmetry and repetition as a base. In the process of creating your computer generated mandalas you will learn to use the following: Transforming tools, Center Points, gradients, Pathfinder tools, Arrange tools, the Transparency and Blending mode tools. Plus the first in-depth look a the Layers Palette.

12 Mandalas due at end of class Mar. 1 Will be printed for your Portfolio

Definitions • Color Modes, Spot Colors, Process Color File Formats, Page Setup command, Stroke, Info Palette, Transparency Palette, Layer palette, Transform Palette, Alignment, Pathfinder palette, Blending Modes

Lab time to work on Mandala Project

Assignment 5 “Fantasy Stamp” (Midterm Project)
Design a stamp for an imaginary place (country, city, state, republic, planet etc). You will be shown examples of stamps and asked to design and create your own stamp for a special place. You will be instructed on how to create the stamp border and after that it is up to you. You will be expected to use all the techniques you have learned up to now in Illustrator CS5; use of a template is permitted. A handouts will be given in class as to the specs. for this assignment.

Fantasy Stamp Assig. Due Mar. 29 at beginning of Class

Definitions • Patterns, Reshape Tool, Adjusting Color, Blend Tool, Using a template
Check up on Web Log progress

March 15, 2012 Spring Break

Lab time to work on Midterm Stamp Project. This assignment is due Mar. 29 at the beginning of class. Color printouts in class for the portfolio.

In-class Type (Text) Assignment to Include 3D Text, Due Apr. 5 beginning of class.

Web Assignment Due with in Class Presentation
Start Assig. 6. Be prepared to tell the Instructor the subject of your Final Project

Assignment 6 “Designing a Logo” and work with Type.
Using text and various vector graphic drawing techniques to create a logo, business card and letterhead for a business organization, or product. The Instructor may also assign a specific subject for the logo. Emphasis on text manipulation techniques, design and defining a logo and its importance in communicating a desired image. Logo designs due Apr. 19 at the beginning of class, color printouts in class

Definitions • Leading, Kerning, Tracking, Text Tool (Binding text to a path), transforming text into an object, Logos, Symbols, signage.

Lab time to work on LOGO ASSIGNMENT

Gradient Mesh tutorials take home in class demonstration Due beginning of Class
May 3. Start final Project Your final project will be discussed in Class, you will have about 2.5 weeks to work on it.

Lab time for Final Projects and Portfolio Due

Final Project Due at beginning of class.
Grading Weights for Artc1353 Computer Illustration for Spring 2011

Assignment 1  “Basic Shapes”  100
Assignment 2  “Pencil B&W and Color Logo”  200
Assignment 3  “3 Part Pentool Assignment”  200
Assignment 4  “Mandalas”  200
Assignment 5  “Midterm Stamp Project”  300
Assignment 6  “Creative Text Work”  100
Assignment 7  “Logo Assignment”  300
Assignment 8  Gradient Mesh Tutorial  100
Assignment 9  “Final Project” (to be announced)  300

TOTAL  1800

Portfolio  300
Web Activity and Research  300
Class Participation  100

Total  2500 points

A  =  2500-2200 = (100-90)
B  =  2199-1900 = (89-80)
C  =  1899-1600 = (79-70)
D  =  1599-1300 = (69-60)
F  =  1299 and Below = (59 or below)

The Instructor reserves the right to change the above assignments and dates as deemed necessary
Student Profile Spring 2012

Name: ________________________________________________________________

Address: __________________________________________________________________

Phone # ____________________________ E-mail __________________________________

Occupation and what you do on the job __________________________________________

___________________________________________________________________________

What is your interest in Computer Graphics and Digital Imaging?

___________________________________________________________________________

___________________________________________________________________________

___________________________________________________________________________

What do you hope to get out of this class?

___________________________________________________________________________

___________________________________________________________________________

___________________________________________________________________________

I have read the Syllabus for Computer Illustration ARTC 1353 CRN #82744 and I understand the course requirements and the topics to be covered.

Student Signature

___________________________________________________________________________
ROAD RULES

1. No excuses for lost assignments will be accepted; please back up all your work.  
   a. Student Hardrive and or D Drive on the computers a school  
   b. On your computer a work or a home. 
   c. On external storage devices, CDs, Jump Drives, External Hardrives  
2. Students should not use the Shared Folder for personal storage.  
3. Attendance is required no later then 10 minutes after the class begins.  
4. All assignments turned on the date assigned and in the manner required by the Instructor.  
5. All cell phones and beepers must be off during class time.  
6. Students may listen to ipod type devices during lab with earphones.  
7. Please turn off your computer before leaving class.  
8. Any files left on the desktop will be deleted.  
9. * The $20.00 paid by each student allows us to print out the highest quality prints of each assignment done in class. Each student may choose to print out their own assignments for the portfolio requirement at the end of the semester. **Print Fee money is due by Feb. 9 2012. No refunds can be given after March 1, 2012**