ARTC 1353-23280 Computer Illustration

INSTRUCTOR: Joe Eisma

CLASS TIME: 9:35-11 am, M-Th

Email: jeisma@dccc.edu

NOTE: I reserve the right to alter or adjust the course requirements, grading policies, outline, assignments and other policies as circumstances dictate.

CATALOG DESCRIPTION:
ARTC 1353
Introduction to drawing techniques, skill and concepts using various black and white media. Emphasis on perspective, construction of the human figure and principles of shading as they pertain to the commercial illustration industry.

REQUIRED TEXTBOOK:

OBJECTIVE:
To introduce the Adobe software program, Illustrator CC, and provide the knowledge and skills to create industry standard graphics, illustration and drawings. Fundamental concepts of graphic design, typography and color theory will be a focus of this course.

COURSE OUTLINE:
Week one, Introduction to Illustrator; interface, shortcuts and quick keys. Graphic design fundamentals.
Week two, Graphic Design Fundamentals,; interacting w/ Photoshop; Tools & Selections
Week three, Art Boards, shape tools, pencil and shape tool
Week four, Paths, Knife tool, paths and strokes; mini comic 1
Week five, Rulers, guides, transform tool
Week six, Lines, anchor points; typography; mini comic 2
Week seven, Introduce midterm project; research
Week eight, Midterm work
Week nine, Midterm due; working with color
Week ten, Gradients, blends and patterns
Week eleven, Color; Design Project 1
Week twelve, Guides, Smart Guides
Week thirteen, Intro final project; principles of design; Design Project 2
Week fourteen, Portfolio critique; art careers
Week fifteen, Final project work
Week sixteen, Final project work

COURSE CONTENT:
40% Attendance & daily assignments, projects & quizzes
30% Midterm project
30% Final Project

STUDENT REQUIREMENTS:
You must check your email often. I will send a link to a dropbox folder for you to turn in your assignments. I will inform you in class of the naming conventions for your assignments.

LATE WORK:
Late work will not be accepted. Plenty of time will be given to students to complete work, and anything turned in late will be marked down considerably.

A NOTE ON ATTENDANCE:
Attendance is important in this class—art is a practical skill, and you learn by doing. You have to be here and put in the effort!

MIDTERM PROJECT:
Design a band poster or film poster. Has to be created 100% entirely in Illustrator with original assets, from your own design.

FINAL PROJECT:
Design a series of three shirts. You will have a few topics to choose from. All assets must be created on your own, and designs must be your own as well.

GRADING SCALE:
93-100=A 90-93=A-
87-89=B+ 83-86=B 80-82=B-
77-79=C+ 73-76=C 70-72=C-
67-69=D+ 63-66=D 60-62=D-
59 or below=F

LAST DAY TO DROP COURSE:
April 17, 2019

LEARNING OUTCOMES:
Upon completion of this course, students will be able to understand the advantages and disadvantages of vector software; understand concepts and principles of graphic design and how to use programs like Illustrator and Photoshop to put them into practice; utilize their creativity to create unique designs in vector software

I EXPECT:
You to show up on time.
To silence your cell phone.
Not to disrupt the class (see entry above).
To try.
To not be afraid to ask questions if you have any.
To experiment.
And most of all TO HAVE FUN!!

DALLAS COUNTY COMMUNITY COLLEGE INSTITUTIONAL POLICIES: