Course Syllabus

ARTC 1353 Computer Illustration (3)  (2 Lec., 4 Lab.)

Objectives: The objective of this class is to provide the student with the knowledge and skills necessary to apply computer graphics to design and production problems in the visual arts and graphic design and to use an industry standard vector drawing program as a medium to create graphics, illustrations and drawings. The primary focus of this class is to give the student a working knowledge of Adobe Illustrator, while also concentrating on the basic concepts of graphic design, typography and color models.

Overview: This class is project based and is designed to introduce vector drawing tools, techniques and concepts in increasing difficulty through demonstration and hands-on experience. Students will develop skill and explore technique through a series of exploratory exercises and creation of original solutions to a variety of graphic design and/or drawing projects, which may include Logos, Symbols, Icons, Illustrations, Posters, T-shirt design, Charts & Graphs, Flyers and/or one-page Newsletters. Typography, color systems, production for commercial digital and offset printing and the role of vector graphics in web design will be presented.

Overview: This course is designed to give the student a working knowledge of Adobe Illustrator, while also concentrating on the basic concepts of Design, Typography, color models and technological aspects of the software. As the student progresses in the class it will often be necessary to work on an art project as well as be preparing for a project. Course documents and lecture notes will be provided.

Course Requirements: Students are required to have an email address, list it in your student profile in eConnect, and keep it current. Email is the primary way your instructor will communicate with you. If you do not have an email address, you can obtain one through the DCCCD.edu website. Students enrolled in the online section are also required to have access to the software used in this class, Adobe Illustrator CC (2018 edition). Either platform/operating system, PC (Windows) or Mac (OSX) can be used. You will also need a current browser, such as Firefox or Safari for the Mac, Microsoft Internet Explorer or Chrome to name a few. I favor using Firefox to access ecampus. For submitting exercises to the assignment drop that require more than one document, a compression software is also required, such as Win Zip (PC) or Stuffit (Mac).

Labs: Online students are welcome to use the campus labs and software. This online class section is taught through Brookhaven College. Illustrator is provided in the VCOM labs in the B building. If you live closer to another one of the DCCCD colleges, you might be able to use a computer lab on that campus with the lab supervisor’s approval, however there is no guarantee that Illustrator will be available as it is a specialized graphics software and might not be loaded on their computers.
The VCOM Mac labs are in the B-Building where we have 3 computer labs: B-222, B-226 and B-227. All VCOM computer labs have the required software for this class. Open lab hours are available to any student that is enrolled in a Visual Communications course, however access is limited to scheduled open lab hours. Open lab hours will be posted within the first two weeks of the semester. To use the computers, login with 'Student' as the id and password. Bring a USB Flash/thumb drive to save the work you create in the lab. The lab assistant is available for questions concerning operation of the Mac Computers and help with printing, saving and opening files and some software questions. Although our lab assistants use and understand Illustrator and most software that we teach, they have many responsibilities and cannot sit with students individually and tutor. They will answer a few questions and help as they can, however if you totally do not understand an assignment, email your instructor. Make sure you bring your textbook with you to lab.

The overall weekly time necessary to complete the required assignments in the spring semester is estimated at to be 4-6 hours per week. Hours are estimated. This is a technical class, so the amount of time spent will ultimately be based on individual comprehension, skill level and study/work habits. Weekly assignments should be turned in each week, before the next weeks assignment begins. Check the course schedule for due dates.

Contacting your Instructor: If you have questions, please email me at: jwSmith@dcccd.edu. I usually respond to emails within 24 hours.

Required Textbook:


*Note: The bookstore on campus carries this version. This book can be purchased at most bookstores and online through Amazon, Barnes & Nobel, or other technical or graphics book suppliers.

Learning Outcomes:
Successful completion of this course will enable the student to:

- Identify terminology, advantages and limitations of vector software
- Use vector drawing tools to manipulate, create, and edit vector drawings for print or web
- Create, design and produce illustrations, drawings and design projects
- Employ the creative process in developing graphic communications
- Develop graphic concepts that appeal to a particular audience
- Integrate typography and pictorial elements in a graphic illustration
- Integrate Illustrator with Photoshop
• Specify file formats
• Create and style variables
• Employ a data set
• Create vector graphics for web applications
• Exhibit professionalism through meeting stated deadlines, presentation criteria and craftsmanship
• Increase critical skills and utilize effective written communication skills through the critique process
• Determine effectiveness of designs and/or illustrations through critical evaluation/critique process

Late work: Weekly assignments should be completed and turned in each week. Late work is not accepted. There are generous due dates throughout the semester, so there is no reason for work to be late. If you have a special circumstance, communicate with your instructor. Please keep this in mind.

Submitting Required work: All work is to be turned in when due, as is outlined in the course schedule. You are required to submit work through the assignment feature in ecampus. This is the same assignment that you access the instructions and files to complete exercises. When you complete the exercise/project, compress your work in a folder. Return to the assignment and upload your files. Submit each exercise as you complete it, using compression software to submit exercises requiring more than one document. files. You must compress your folders that contain multiple files into a zip file, and submit this one zip file. Please do not submit incomplete files. You may upload and SAVE your assignment until it is complete, then submit when it is complete. There is no longer a Dropbox found in the student tools for submission of assignments.

Examination Policy: This class relies mainly on practical hands-on lab assignments, however there are 2 short, timed quizzes over your reading assignments that must be taken and submitted when due. You will find the quizzes located in the "Exams/Quizzes" folder. A quiz is only available during a short time period, usually 2 weeks. After the due date, the quiz is no longer available. Please make sure you take the quiz prior to the due date.

Posting to the Discussion Board: For an online class, the Discussion Board takes the place of actual interaction with other students like you would find in a classroom. This gives each student the opportunity to speak out in class, to talk about the subject we are discussing. You are expected to post an introduction in the discussion board as a requirement of the orientation, and post comments on the Project critiques during the semester. You are encouraged to reply to other comments as well throughout the semester. These combined postings will constitute your class participation grade at the end of the semester.

Evaluation and Grading Policy:

Evaluation of the exercises will be based on technical achievement.
Evaluation of the projects will be based on concept, design and composition as well as technical achievement.
Active participation in critique is mandatory and will affect the overall grade for each project.

Grading is on an accumulative point system. Each project, exercise, and activity is awarded points through evaluation.

Total Possible Semester Points: 500 points
Intro survey/practice orientation: 35 points
14 technical exercises (10 points each) 140 points
4 Creative Projects (50 points each) 200 points
Mid-Semester and Final Exam (50 points each) 100 points
Class participation and discussion topic (1 - 2) points per discussion topic 25 points
Total: 500 points

**GRADING SCALE:**

500 - 450 = A  
449 - 400 = B  
399 - 350 = C  
349 - 300 = D  
299 or less = F

**Semester Begins:** Tuesday, January 22, 2019  
**Last Day to Drop/Withdraw:** Wednesday, April 17th, 2019  
**Final Exam Week:** May 13-16, 2019  
**Semester Ends:** May 16, 2019

**Institutional Policies**

_Institutional Policies relating to this course can be accessed from the following link:_

[www.brookhavencollege.edu/syllabipolicies](http://www.brookhavencollege.edu/syllabipolicies)