DGA C118: GRAPHIC DESIGN AND ILLUSTRATION (ILLUSTRATOR)

Item	Value
Top Code	061400 - Digital Media
Units	3 Total Units
Hours	54 Total Hours (Lecture Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	No
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S),
	• Pass/No Pass (B)

Course Description

Students learn to master the basics of Adobe Illustrator using appropriate tools or filters for illustrations; applying strokes and color fills; creating and editing paths; using layers, transformation effects, and gradients; working with images, and creating basic object shapes. No artistic background is required. Enrollment Limitation: DMD C118; students who complete DGA C118 may not enroll in or receive credit for DMD C118. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Based on specified criteria, create a professional-looking portfolio that includes examples of vector objects, illustrations, brochures, business cards, web graphics, flyers, and cd/magazine covers and layouts.

Course Objectives

• 1. Combine, edit, and transform primitive shapes to create complex illustrations.
• 2. Define and manipulate curve points and handles to control every detail in your vector graphics.
• 3. Apply custom colors, gradients, and visual effects to achieve the perfect effect for your job.
• 4. Import files and create a final job package to more easily manage linked files.
• 5. Create a sample representation of a 3D package design for client approval.
• 6. Use time-saving symbols and libraries of brushes, patterns, and other assets to streamline your workflow.
• 7. Design a website interface and export CSS to control the appearance of HTML elements in a webpage.

Lecture Content

Exploring the InDesign Workspace Working with design tools Layouts Working with Text Creating and Editing Text Using the Story Editor Typography Type on Paths/Columns/Layout Paragraphs and Columns Creating and applying Styles Working with Frames Working with Frames Creating and editing text and graphic frames Working with Layers

Working with Color Overview of the Color Palette, Fill and Stroke Creating tints, spot and process color Color Management Placing and Linking Graphics Comparing vector and bitmap graphics Working with Clipping and Grouping Paths Alpha Channels Working with Transparency, Tabs and Tables Effects and transparency Importing and formatting tables Updating pages Making Books, Tables of Contents Working with Tables of Contents Maintaining Consistency Preparing Print Options Preparing, Packaging, and Exporting Documents Using Preflight Package Creating an Adobe PDF proof

Method(s) of Instruction

• Lecture (02)
• DE Online Lecture (02X)

Instructional Techniques

A variety of instructional techniques will be employed to encompass different student learning styles. These may include, but are not limited to, lecture, discussion, projects, and small group activities. Instruction will be supplemented, where appropriate, by digital media presentations and resources, guest speakers, and field trips.

Reading Assignments

Students will complete reading assignments from the textbook, supplemental readings, handouts, Internet resources, and any assignments from the Coastline Library.

Writing Assignments

Create a design plan, revision/reflective logs, weekly topic responses, and critiques.

Out-of-class Assignments

Weekly projects demonstrating skills acquired and develop a self-designed project.

Demonstration of Critical Thinking

Plan digital imaging projects, meet deadlines, and apply skills learned in authentic projects.

Required Writing, Problem Solving, Skills Demonstration

Create a design plan, revision/reflective logs, weekly topic responses, and critiques.

Eligible Disciplines

Graphic arts (desktop publishing): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Against the Clock. Adobe Illustrator CC 2023: The Professional Portfolio, ed. 978-1-946396-75-4: Against the Clock, 2023
2. Required Adobe. Adobe Illustrator CC Classroom in a Book (2019 Release) (eBook PDF), 2019 ed. 9780135262160: Adobe, 2019

Other Resources

1. Coastline Library