

LINC 73H: ADOBE ILLUSTRATOR OVERVIEW

Foothill College Course Outline of Record

Heading	Value
Units:	1
Hours:	1 lecture per week (12 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using Web browsers, email, bookmarking, searching and downloading; students may enroll in LINC 73H or 73J, but not both, for credit; not open to students with credit in LINC 233.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Use stroke and fill palettes and controls to add artistic brush strokes, color, and texture to illustrations.
- Use the Adobe Illustrator interface, tools, and basic techniques to create a graphic design document
- Identify vector and bitmap graphics and know when and how to use each.

Description

Adobe Illustrator creates drawings, illustrations, and images for print or Web. Use vector graphics; draw objects, stroke outlines and pattern fills; work with brushes, gradients, color blends; design type; and develop graphs. Learn basic procedures of vector drawing to create moderately complex illustrations that can be transferred to collateral design.

Course Objectives

The student will be able to:

- Use the Adobe Illustrator interface, tools, and basic techniques to create a graphic design document.
- Identify vector and bitmap graphics and know when and how to use each.
- Use stroke and fill palettes and controls to add artistic brush strokes, color, and texture to illustrations.
- Create shapes, color and stroke fills, skew, transform, rotate, group, warp, and merge shapes to create simple maps and diagrams.
- Demonstrate techniques for duplicating shapes, creating new fill patterns.
- Create typographic illustrations using titles, logos, paragraph text, and illustrate the text with brush strokes, color styles, and create vertical type, warped type, and type on a path.

Course Content

- The Adobe Illustrator interface and tools
 - Know the work area
 - Demonstrate the use of selection and direct selection tools
- Graphic file formats: vector and bitmap
 - Compare and contrast attributes of vector and bitmap graphic types
- Manipulate fills and strokes
 - Work with color, gradients and blends
 - Show proficiency with the following tools: add anchor point, rotation, mesh gradient
- Use shape and pen tools and combine shapes to draw objects
 - Create and manipulate shapes
 - Master the following tools: rotate, reflect, scale shear, reshape, warp, free transform, pen
 - Use the live paint tool
 - Use the graph tools
- Create maps and diagrams
- Create patterns
 - Work with layers
- Explore typography
 - Work with pathfinder and type
 - Create horizontal and vertical type
 - Create type on a path

Lab Content

Not applicable.

Special Facilities and/or Equipment

- When offered on/off campus: Lecture room equipped with overhead projector, white/black board, and a demonstration computer connected online. Computer laboratories equipped with online PCs and Macintosh computers, network server access, and printers.
- When taught via Foothill Global Access on the Internet: Students must have currently existing email accounts/email address and ongoing access computers with email software, GUI web-browsing capability, FTP program, and access to the World Wide Web.

Method(s) of Evaluation

The student will demonstrate proficiency by:

- Developing an illustration project.
- Presenting the project to peers for feedback.
- Making constructive contributions to class discussions.

Method(s) of Instruction

Lecture, Discussion, Cooperative learning exercises, Self-paced, Demonstration

Representative Text(s) and Other Materials

Adobe Creative Team. [Adobe Illustrator Creative Cloud Classroom in a Book](#). Adobe Press, 2016.

When course is taught online through Foothill Global Access: Lectures, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered through ETUDES and CANVAS course software online. ETUDES is bundled with effective FORUM software for

discussions, email, peer reviews and critiques, homework submission, etc.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

A. Writing assignments include design proposal for an Illustrator illustration or collateral design project, peer evaluations, and critical analysis (of educational projects, technology tools, systems, or processes).

B. Reading Assignments: Weekly reading assignments from text and outside sources ranging from 30 to 60 pages per week.

C. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities.

When taught online these methods may take the form of animation and webpage presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology