LINC 73I: ADOBE ILLUSTRATOR I

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	0.5
Hours:	6 lecture per quarter (6 total per quarter) This course meets 1 time per quarter.
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; familiarity using web browsers, email, bookmarking, searching and downloading; not open to students with credit in LINC 233S.
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

- Create images using Adobe Illustrator
- Transform images with Illustrator tools
- Use Illustrator in the process of designing useful documents

Description

This course provides hands-on experience with the basic elements and tools of Adobe Illustrator, a software drawing tool, to produce simple vector illustrations. Includes methods of illustration that contribute to digital storytelling.

Course Objectives

The student will be able to:

1. Create images using Adobe Illustrator
2. Transform images with Illustrator tools
3. Use Illustrator in the process of designing useful documents
4. Use Illustrator to develop a student project

Course Content

1. Creating images with Illustrator
2. Working with color
   a. Drawing and editing
   b. Painting
3. Document design
   a. Layers
   b. Special effects
   c. Using and formatting character and paragraph styles
4. Student project
   a. Saving and exporting graphics

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. 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.
2. When taught via the internet: Students must have current email accounts and ongoing access to internet capable computers that can download and run software.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

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

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Students will view presentation of software usage and apply skills with hands-on technology tools
Students will create their own original projects with acquired computer and software skills

Representative Text(s) and Other Materials

Wood, Brian. Adobe Illustrator Classroom in a Book. 2021.

Instructor-assigned notes and materials.
When course is taught online: Additional information, notes, handouts, syllabus, assignments, tests, and other relevant course material will be delivered via the course learning management system, and discussion may be handled with internet communication tools.

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

1. Writing assignments include an instructional design plan, peer evaluations, and critical analysis (of educational projects, technology tools, systems, or processes)
2. Outside assignments include conducting project development, writing the instructional plan, reading, and participating in online peer collaboration activities
3. When taught online these methods may take the form of print media and webpage presentations. Assignments will be submitted online as well

Discipline(s)

Instructional Design/Technology