Modesto Junior College
Course Outline of Record
CGR 224

I. OVERVIEW
The following information will appear in the 2009 - 2010 catalog

CGR-224 Illustrator and Electronic Publishing 3 Units
Formerly listed as: CGR - 224: Electronic Publishing Systems
Illustrator training and Introduction to electronic publishing systems, to include text generation, computer-designed graphics. Typographical applications and output devices, to include imagesetters wide format, and direct to plate devices. Current options for hardware and software used in the graphic communication industry and the advantages and disadvantages. Postscript and its role in electronic publishing. Course is repeatable - three completions allowed. Field trips might be required. Course is applicable to the associate degree.

II. LEARNING CONTEXT
Given the following learning context, the student who satisfactorily completes this course should be able to achieve the goals specified in Section III, Desired Learning:

A. COURSE CONTENT

1. Required Content:

   A. Convert inches, whole numbers and fractions, to points and picas.

   B. Illustrator Basics

      1. New Document
      2. Understanding the Illustrator Window
      3. Creating basic shapes
      4. Applying fills and stroke
      5. Select, Move, and Align Objects
      6. Transform Objects
      7. Make Direct Selections

   C. Create Text and Gradients

      1. Create and Format Text
      2. Flow Text into Objects
      3. Position Text on Paths
      4. Create Colors and Gradients
      5. Create Drop Shadows

   D. Draw and Compose Illustrations

      1. Draw Straight and Curved Lines
      2. Draw Elements of an Illustration
      3. Apply Attributes to Objects
      4. Assemble Illustrations
      5. Stroke Objects for Artistic Effects
6. Use Live Trace and the Live Paint Bucket Tool

E. Transform and Distort Objects
   1. Offset and Outline Paths
   2. Create Compound Paths
   3. Work with the Pathfinder
   4. Create Clipping Paths

F. Work with Layers
   1. Create and Modify Layers
   2. Manipulate and work with Layered Art Work
   3. Create Clipping Sets

G. Work with Patterns and Brushes
   1. Create a Pattern and Design a Repeating Pattern
   2. Work with Brushes Panel
   3. Work with Scatter Brushes

H. Work with Filters, Gradient Meshes, Envelopes, and Blends
   1. Create filters, and gradient meshes
   2. Create Envelopes, and Blends

I. Work with Transparency, Live Color, Effects, and Graphic Styles
   1. Use Transparency Panel and the Color Picker
   2. Work with Live Color, and apply Effects to Objects
   3. Use Appearance Panel, and apply Graphic Styles

J. Create Graphics in Illustrator
   1. Create an edit Graphs
   2. Use the Group Selection Tool
   3. Use the Graph Type Dialog Box
   4. Create a custom Graph Design
   5. Create a Custom Graph Design
   6. Apply a Custom Design to a Graph

K. Draw with Symbols
   1. Create Symbols, and place Symbol Instances
   2. Modify Symbols and Symbol instances
   3. Create Symbol Instances Sets, and Modify them

L. Create 3D Objects
   1. Extrude Objects, Revolve, and Manipulate Surface Shading and Lighting
   2. Map Artwork to 3D Objects

M. Prepare Documents for Prepress and Printing
   1. Color Theory
   2. Working in CMYK and Spot Colors
   3. Create Crop Marks and Bleeds
N. Prepare Graphics for the Web
   1. Create Slices
   2. Specify Slice Type and Slice Options
   3. Use the Save for Web & Devices Dialog Box
   4. Create an Image Map
O. Analyze selected historical and contemporary aspects of the technology of Publishing Systems
   1. Identify new technology areas revolutionizing the way pages are published
   2. Knowledge of current publishing systems (through hands-on-experience)
   3. Evaluate Electronic publishing needs of a printing plant
      a. Specify optimal systems to meet needs
P. Types of Computers used in Desktop and Electronic Publishing
Q. Store files that incorporate Text and Graphics composed into page format
R. Graphics
   1. Vector
   2. Raster
S. Image Generation
   1. Printers
   2. Plotters
   3. RIPS (raster image Processor)
   4. Post Script

2. **Required Lab Content:**

   A. Getting started with Illustrator
      1. New Document
      2. Exploring Illustrator Winow
      3. Creating basic shapes
      4. Fill and Strokes
      5. Select, Move, and Align Objects
      6. Transform Objects
      7. Make Direct Slections
   B. Creating Text and Gradients
      1. Create and Format Text
      2. Flow Text into an Object
      3. Position Text on a Path
      4. Create Colors and Gradients
      5. Adjust a Gradient and Create a Drop Shadow
   C. Drawing and Composing an Illustration
      1. Draw Straight Lines and Curven Lines
2. Draw Elements of an Illustration
3. Apply Attributes to Objects
4. Assemble an Illustration
5. Stroke Objects for Artistic Effect
6. Use Live Trace and the Live Paint Bucket Tool

D. Transforming and Distorting Objects
   1. Transform Objects
   2. Offset and Outline Paths
   3. Create Compound Paths
   4. Work with the Pathfinder Panel
   5. Create Clipping Masks

E. Working with Layers
   1. Create and Modify Layers
   2. Manipulate Layered Artwork
   3. Work with Layered Artwork
   4. Create a Clipping Set

F. Working with Patterns and Brushes
   1. Use the Move Command
   2. Create a Pattern
   3. Design a Repeating Pattern
   4. Work with the Brushes Panel
   5. Work with Scatter Brushes

G. Working with Filters, Gradient Meshes, Envelopes, and Blends
   1. Work with Filters
   2. Work with Gradient Meshes
   3. Work with Envelopes
   4. Create Blends

H. Working with Transparency Live Color, Effects and Graphic Styles
   1. Use the Transparency Panel and the Color Picker
   2. Work with Live Color
   3. Apply Effects to Objects
   4. Use the Appearance Panel
   5. Work with Graphic Styles

I. Creating Graphics in Illustrator
   1. Create a Graph and Edit Graph Using the Graph Data Window
   2. Use the Group Selection Tool
   3. Use the Graph Type Dialog Box
   4. Create a Combination Graph
   5. Create a Custom Graph Design
   6. Apply a Custom Design to a Graph
J. Drawing with Symbols
   1. Create Symbols and Place Symbol Instances
   2. Modify Symbols and Symbol Instances
   3. Create Symbol Instance Sets
   4. Modify Symbol Instances Sets

K. Creating 3D Objects
   1. Extrude Objects
   2. Revolve Objects
   3. Manipulate Surface Shading and Lighting
   4. Map Artwork to 3D Objects

L. Preparing a Document for Prepress and Printing
   1. Explore Basic Color Theory
   2. Work in CMYK Mode
   3. Specify Spot Colors
   4. Create Crop Marks
   5. Create Bleeds

M. Preparing Graphics for the Web
   1. Create Slices
   2. Specify Slice Type and Slice Options
   3. Use the Save for Web & Devices Dialog Box
   4. Create an Image Map

3. **Recommended Content**:

   A. Word Processing
   B. Typography Fundamentals
   C. System Analysis
   D. Mac & Windows Options

B. **Enrollment Restrictions**

1. **Requisite Skills**
   *Before entering the course, the student will be able to:*
   a. Demonstrate basic computer skills.

C. **Hours and Units**

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### D. METHODS OF INSTRUCTION (TYPICAL)

Instructors of the course might conduct the course using the following method:

1. Lecture in class
2. Utilization of media such as, DVD, Power Point, Web, etc.
3. Demonstrations in the lab.
4. Related materials will be discussed in class lecture and in-plant reviews.
5. Computer-assisted activities will be completed to develop skills in related topics.

### E. ASSIGNMENTS (TYPICAL)

1. **EVIDENCE OF APPROPRIATE WORKLOAD FOR COURSE UNITS**

   *Time spent on coursework in addition to hours of instruction (lecture hours)*

   1. Weekly chapter reading assignments
   2. Weekly homework lessons from assigned chapters.
   3. Chapter projects assigned each week.
   4. Research assigned for mid Term assignment.
   5. Short cut key research assignments weekly.
   6. Research assigned for final project.

2. **EVIDENCE OF CRITICAL THINKING**

   *Assignments require the appropriate level of critical thinking*

   1. Completing the chapter projects each week requires critical thinking and using the skills learned in the chapter to create the projects using design skills.
   2. Students completing the lessons each week in their assigned chapters.
   3. Explain why you must select the correct spot color for your two color mid term assignment, and include the correct paper selection in your answer.
   4. What is the short cut key for the direct selection tool?
   5. Mid term and Final assignments require the students to create a design for clients for stickers, posters, flyers, or similar items to meet the clients needs using Illustrator skills and publishing specifications.

### F. TEXTS AND OTHER READINGS (TYPICAL)


2. **Other**: Second completion allowed when a software update occurs.
III. DESIRED LEARNING

A. COURSE GOAL
As a result of satisfactory completion of this course, the student should be prepared to:

Create graphics using illustrator software for output to the web, color printers, wide format printers and RIPs (raster image processors) to film or plate. Also to save in proper file formats for output using page layout software or Illustrator to a variety of output devices. Students will also use the proper color modes and colors for the output device required.

B. STUDENT LEARNING GOALS
Mastery of the following learning goals will enable the student to achieve the overall course goal.

1. Required Learning Goals
Upon satisfactory completion of this course, the student will be able to:

a. Convert inches, whole numbers, and fractions to points and picas.
b. Apply computer principles.
c. Develop typeset formats.
d. Identify the basic components of type.
e. Define the differences between fixed and variable spacing and compose text using each.
f. Copy fit text to fit a prescribed layout area.
g. Alter type using kerning techniques to space bodies of type.
h. Outline the basic procedure required to generate image-setter output.
i. List in order of application and describe the function of the electronic publishing equipment.
j. Create and store files that incorporate text and graphics composed into page format.
k. Design a simple layout using knowledge of type fundamentals, design basics, color basics, and text positioning.
l. Define, create, retrieve, and edit copy as blocks to be placed in templates.
m. Compare desktop publishing vs. typing and typesetting.
n. Discuss the types of computers used in desktop and electronic publishing systems.
o. Identify new technology areas that are revolutionizing the way pages are published.
p. Demonstrate knowledge of current publishing systems through applied experience.
q. Evaluate the electronic publishing needs of a printing plant, and specify optimal systems to meet industry needs.
r. Illustrate images using Illustrator software.
s. Create illustrations from a variety of client specifications.
t. Incorporate original image(s) and text file into finished copy (i.e. brochure, flyer, program, etc.)

2. Lab Learning Goals
Upon satisfactory completion of the lab portion of this course, the student will be able to:

a. Create vector graphics using illustrator software for direct output, or to be placed in page layout software for output.

b. Trouble shoot files with output problems, and correct for final output.

c. Create graphics using the many advanced skills, Gradient mesh, Filters, Masking, etc.

d. Use the correct color modes to include spot colors for clients needs.

e. Design projects for clients using Illustrator as the primary software.

IV. METHODS OF ASSESSMENT (TYPICAL)

A. FORMATIVE ASSESSMENT

1. Evaluation of class Presentations

2. Evaluation of demonstrated skill performance in lab

3. Evaluation of group task analysis/troubleshooting

4. Evaluation of small group class presentations

5. Task performance ratings

6. Written examinations to include essays

7. Written systems diagnosis/recommendations

B. SUMMATIVE ASSESSMENT

1. Final exam

2. Mid Term exam

3. Quizzes