Modesto Junior College
Course Outline of Record

CMPGR 217

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

**CMPGR 217 Computer Illustration Software** 3 Units

*Recommended for Success:* Before enrolling in this course, students are strongly advised to be able to demonstrate basic computer skills such as creating and navigating folders and files.

Introduction to illustration software as applied to visual and data presentations. Explores the techniques and tools used by artists, designers, and illustrators to produce artwork for print, publishing, multi-media graphics, web page design or illustration.

Two maximum completions.
Field trips might be required.  (A-F or P/NP - Student choice) Lecture /Lab

**Transfer:** (CSU)

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. Illustration Software Work Area
      1. Using the tools, palettes, context menus, and online help
      2. Viewing artwork
      3. Navigator pallet and status bar
      4. Setting preferences
   B. Set Up and Working with Artwork
      1. Vector versus bitmap graphics
      2. Opening, placing and importing artwork
      3. Converting vector to raster
      4. Applying filters to bitmap images
   C. Drawing Paths and Objects
      1. Paths and anchor points
      2. Drawing tools
      3. Creating and manipulating shapes
   D. Working with Objects
      1. Correcting mistakes
      2. Using rulers, the measure tool, guides and grids
      3. Selecting objects
      4. Locking and hiding objects
   E. Modifying Shapes or Objects
      1. Moving, copying and deleting objects
      2. Rotating shapes
      3. Stacking, grouping and ungrouping objects
      4. Using effects and filters
      5. Working with compound paths and masks
   F. Applying Color to Artwork
      1. Color modes and models
      2. Working with process color, spot colors, and registration colors
      3. Using the color palette
      4. Creating and changing colors
G. Using Gradients, Blends and Patterns
   1. Creating and working with gradient fills and the gradient mesh tool
   2. Creating and working with patterns
   3. Blending shapes
H. Layers Palette
   1. Viewing layers
   2. Building layers
   3. Changing layers
   4. Locking layers
I. Type
   1. Creating and editing type
   2. Setting type attributes
   3. Painting type
   4. Copying and changing type attributes
   5. Transforming type
   6. Modifying type as graphic objects
   7. Working with columns of type
   8. Formatting columns and paragraphs
J. Saving and Exporting Graphics
   1. Saving files in AI, EPS and PDF formats
   2. Exporting files for use in other graphics packages and on the web
K. Printing Techniques
   1. Printing devices
   2. Color management
   3. Printing artwork and composites
   4. Printing gradients, gradient mesh objects, and color blends
   5. Improving printer performance

Second completion of this course will enhance student skills by allowing them to repeat and expand on assigned projects using current versions of industry-standard software. As software is periodically updated, major changes in functions, features and interface occur.

2. **Required Lab Content:**

   A. Using the Illustration Software Work Area
      1. Using the tools, palettes, context menus, and online help
      2. Viewing artwork
      3. Navigator pallet and status bar
      4. Setting preferences
   B. Setting Up and Working with Artwork
      1. Vector versus bitmap graphics
      2. Opening, placing and importing artwork
      3. Converting vector to raster
      4. Applying filters to bitmap images
   C. Drawing Paths and Objects
      1. Paths and anchor points
      2. Drawing tools
      3. Creating and manipulating shapes
   D. Working with Objects
      1. Correcting mistakes
      2. Using rulers, the measure tool, guides and grids
      3. Selecting objects
      4. Locking and hiding objects
   E. Modifying Shapes or Objects
      1. Moving, copying and deleting objects
      2. Rotating shapes
      3. Stacking, grouping and ungrouping objects
      4. Using effects and filters
      5. Working with compound paths and masks
   F. Applying Color to Artwork
      1. Color modes and models
      2. Working with process color, spot colors, and registration colors
      3. Using the color palette
      4. Creating and changing colors
G. Using Gradients, Blends and Patterns
   1. Creating and working with gradient fills and the gradient mesh tool
   2. Creating and working with patterns
   3. Blending shapes
H. Using the Layers Palette
   1. Viewing layers
   2. Building layers
   3. Changing layers
   4. Locking layers
I. Using Type
   1. Creating and editing type
   2. Setting type attributes
   3. Painting type
   4. Copying and changing type attributes
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   6. Modifying type as graphic objects
   7. Working with columns of type
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J. Saving and Exporting Graphics
   1. Saving files in AI, EPS and PDF formats
   2. Exporting files for use in other graphics packages and on the web
K. Applying Printing Techniques
   1. Printing devices
   2. Color management
   3. Printing artwork and composites
   4. Printing gradients, gradient mesh objects, and color blends
   5. Improving printer performance

B. ENROLLMENT RESTRICTIONS
   1. Advisories
      Before enrolling in this course, students are strongly advised to be able to demonstrate basic
      computer skills such as creating and navigating folders and files.

C. HOURS AND UNITS

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<thead>
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<th>INST METHOD</th>
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D. METHODS OF INSTRUCTION (TYPICAL)
   Instructors of the course might conduct the course using the following method:
   1. Materials will be presented through class lecture and lab demonstrations
   2. Facilitate student design and creation of original computer artwork
   3. Guest presentations
   4. Assist with hands-on laboratory assignments and projects

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 graded projects based upon lectures, demonstrations and course material.
2. Practical final project demonstrating facility with the software and with concepts presented in the course.

2. **EVIDENCE OF CRITICAL THINKING**
   *Assignments require the appropriate level of critical thinking*

**DRAW A TRADITIONAL ILLUSTRATION**

Concept:

Arrange an original composition out of ordinary objects to use as a digital template. If a dominant light source is incorporated from one direction it will cast shadows that aid in tying the composition together and will also create highlights that add interest to the imagery. By studying ordinary objects, you can begin to take them apart (de-construction). Enjoy the simple shapes that make up our world and use them as building blocks in Illustrator.

Objectives:

Using only the tools in Illustrator, create an “Ordinary Objects” landscape. The only bitmap image will be the template. All textures will be re-created with Illustrator commands. This project must incorporate gradient meshes, blends and patterns.

**DRAW AN ILLUSTRATION USING TYPE**

Concept:

Experiment with concrete type alignment. Concrete is a type alignment (such as flush left, center, flush right, justify) that visually reflects the content of the type.

Objectives:

To unite type and a graphic, in a unique way through the exploration of such Illustrator techniques as patterns, clipping masks, envelopes, type on a path and the warp tool.

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


**III. DESIRED LEARNING**

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

   produce digital vector based artwork for print, publishing, multi-media graphics, web page design or illustration.

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:*
Identify the illustration software’s work area.

b. Compare and contrast vector and raster (bitmap) based images and software.

c. Create basic paths and objects.

d. Employ measuring tools in object manipulation.

e. Select the proper tool to be used for shape modification.

f. Create gradients, blends and patterns.

g. Organize and manage complex images into layers.

h. Use type to enhance or convey thoughts visually.

i. Define the file types used for saving and exporting files.

2. **Lab Learning Goals**

   *Upon satisfactory completion of the lab portion of this course, the student will be able to:*

   a. Create basic paths and objects.

   b. Employ measuring tools in object manipulation.

   c. Select the proper tool to be used for shape modification.

   d. Apply color to artwork.

   e. Organize and manage complex images into layers.

   f. SECOND COMPLETION: demonstrate updated skills reflecting current industry standards as software tools, interface and functions evolve in new versions.

IV. **METHODS OF ASSESSMENT (TYPICAL)**

A. **FORMATIVE ASSESSMENT**

   1. Weekly critiques of digital images and projects.

   2. Periodic review of student's cumulative work.


   4. Periodic tests throughout the semester.

B. **SUMMATIVE ASSESSMENT**

   1. Practical final project.

   2. Written final exam.