

**Common Course Outline**  
**CGVC 121**  
**Computer Illustration I**  
**3 Semester Hours**

**The Community College of Baltimore County**

**Description**

**CGVC 121 — 3 Credits — Computer Illustration I** teaches students to develop vector-based illustrations using an industry standard postscript drawing program. Students create images for print and screen publication ranging from simple vignettes to complex spatial compositions with conceptual themes. Images incorporate strategic use of design elements and principles. Projects are developed using the design process and visual communication principles based on a design firm environment. Students see their projects through to printed output from a service bureau.

**3 credits: 2 lecture hours; 2 laboratory hours per week**

**Pre/co requisite: ARTS 132 or permission of program coordinator**

**Overall Course Objectives**

Upon successful completion of the course the student should be able to:

1. use path drawing tools to create lines, shapes and Bézier curves;
2. autotrace and manually trace bitmapped templates to create new vector images;
3. organize complex drawings into layers and stacks;
4. use and define vector patterns and brushes;
5. make complex vector shapes using shape, pathfinder and transformation tools;
6. use blend tools to generate color and shape in-betweens and optical effects;
7. develop custom gradients and palettes and access commercial color palettes;
8. combine raster and vector images using masks and layers;
9. modify and create images with symbol, filter, envelope and mesh tools;
10. create images that use shape and color to show an illusion of depth;
11. create images that convey conceptual meaning to target audiences;
12. use research, thumbnails, rough comprehensives and finished comprehensives as part of the design process;
13. create and modify type elements with path type and area type tools for illustrations;
14. create error-free, press-ready documents; and
15. organize documents and folders and use file rubrics in a professional manner.

**Major Topics**

- I. Drawing and modifying paths with the pen tool including Bézier curves
- II. Shape combination and construction with shape, pathfinder, transformation and filter tools
- III. Using blends to generate shapes, figures and colors
- IV. Using color to fill and stroke, build custom palettes, make and use gradients and meshes, construct pictorial space and express meaning
- V. Using and creating brushes, symbols and patterns and accessing and creating brush, symbol and pattern libraries
- VI. Using the 3D tool to extrude, revolve and map objects

- VII. Creating illustrations that utilize the specific advantages of vector tools and procedures
- VIII. Creating different illustration types including spot, type, spatial, and conceptual illustrations
- IX. Using type tools to change character and paragraph attributes and to type on a path and in an area.
- X. Creating outlines, masks and envelopes with type
- XI. Organizing images into layers and stacks using the appearance and layers palettes
- XII. Differences between true vector tools and raster effect tools and their effect on usage of illustrations
- XIII. Placing, exporting and combining vector and raster graphics
- XIV. Print versus screen images and cross-platform resource file formats
- XV. Brainstorming and critiquing work for effectiveness
- XVI. Consistent illustration style in a coordinated identity and packaging project

### **Course Requirements**

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following:

- A semester exam testing ability to draw Bézier curves
- A portfolio of three to four major projects and eight to ten in-class and/or take home exercises
- A collection sample notebook based upon assignments for the semester
- A final written exam
- A written Design Brief
- Written reactions to collected samples in a resource notebook

### **Other Course Information**

CGVC 121 is a required program core course for the Computer Graphics and Visual Communication degree options and certificates.

This course is taught in a computerized environment.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.