

# Common Course Outline

ARTD 140

Computer Illustration I

3 Semester Hours

## The Community College of Baltimore County

### Description

**ARTD 140 — 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, 3 laboratory hours per week**

**Co-requisite: ARTD 111 or permission of program coordinator**

### Overall Course Objectives

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

1. illustrate vector objects using point, path, and shape creation and editing tools;
2. practice effective workflow through the use of application palettes;
3. operate shape and path modification tools to create and refine shapes into complex illustrations;
4. manage colors across shapes, stokes, and gradients;
5. determine ways of converting visual and bitmapped information into shape art;
6. operate application options to construct custom shapes, patterns, and symbols;
7. measure the effective use of elements of art and principles of design;
8. refine conceptual ideas through the use of the design process;
9. design visual products that reflect the history and theory of illustration.
10. employ conceptual design skills to communicate visual ideas;
11. practice effective methods for file storage and management; and
12. practice professional document creation, display, and critical analysis.

### Major Topics

- I. Modifying Workspace and Preferences
  - a. Preparing the Art Board
  - b. Applying preferences to guides, grids and rulers
  - c. Adjusting and moving palette positions
  - d. Using Menus and Keyboard shortcuts

- II. Drawing and modifying points and paths
  - a. Identifying the anatomy of a vector object
  - b. Using the Pen tool and pen options
  - c. Using Selection and Direct Selection to move and manipulate points and paths
  - d. Using the pencil and line tools and joining paths
  
- III. Creating objects with Shape tools
  - a. Creating primitive shapes
  - b. Modifying closed/open paths with Pathfinders
  - c. Using Transformations, Distortion and Blending tools
  
- IV. Freehand Drawing and Shape Manipulation.
  - a. Using the Scissors, Eraser, and Knife tool
  - b. Using and creating symbols and symbol brushes
  - c. Using and creating vector brushes and patterns
  - d. Creating brush, symbol, and pattern libraries
  - e. Using the blob tool to create and edit shapes
  
- V. Color and Gradients
  - a. Using blends to generate shapes, figures and colors
  - b. Using color to fill and stroke, build custom palettes, make and use gradients and meshes, construct pictorial space and express meaning
  
- VI. Objects, Groups, Stacking Order, and Layers
  - a. Identifying the shapes that make up an object
  - b. Effectively grouping shapes and objects
  - c. Managing the stacking order for object construction
  - d. Identifying and practicing effective layer usage for vector based construction of objects.
  - e. Using layers and appearance palette to troubleshoot and analyze objects
  
- VII. Using the 3D Effects
  - a. Create new shapes with extrude
  - b. Create volume with revolve
  - c. Map objects.
  
- VIII. Conceiving and Creative illustrations for communications
  - a. Brainstorming and critiquing work for effectiveness
  - b. Creating spot, type, spatial, and sequential illustrations
  - c. Creating realistic, observational, and illustrations from imagination
  - d. Developing illustrations from a story
  
- IX. Changing character and paragraph attributes to type
  - a. Create type along a path

- b. Create type in an area
- c. Convert live type to graphic outlines
- d. Use masks and envelopes with type

X. Differences between true vector tools and raster effect tools and their effect on usage of illustrations

- a. Placing, exporting and combining vector and raster graphics
- b. Print versus screen images and cross-platform resource file formats

XI. Using Measurements and Product Design

- a. Modifying shapes with transform palette
- b. Creating Templates

### **Course Requirements**

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

A practical 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 of contemporary examples of illustration

A final written exam

A written Design Brief