

SPRINGFIELD TECHNICAL COMMUNITY COLLEGE

ACADEMIC AFFAIRS

Course Number: GRPH 463 Department: Graphic Arts Technology
Course Title: Digital Illustration Semester: Spring Year: 1999
Techniques

Objectives/Competencies

Course Objective	Competencies
1. Students will demonstrate a working knowledge of the Adobe Illustrator Program.	<ol style="list-style-type: none">1. Create open and closed paths by understanding how to create and modify vector-based EPS objects and Bezier curves.2. Apply fill and strokes to drawn paths.3. Apply spot and process colors to objects.4. Draw objects and shapes using Illustrator's drawing tools.5. Convert vector-based artwork to bitmap images.6. Utilize the assortment of pathfinders to combine and further modify multiple and complex paths.7. Identify and use all Illustrator's typographical controls.8. Apply blends and gradients to simulate 3-D effects.9. Apply filters and plug-ins to create special visual effects to Illustrator artwork.10. Save Illustrator files to appropriate file format compatible with printing/output method used.
2. Students will learn how to design, illustrate, and produce	<ol style="list-style-type: none">1. Practice sound design principles and apply them to unique

Course Objective	Competencies
<p>original artwork..</p> <p>3. Students will render artwork on the computer using real-life objects as models.</p> <p>4. Students will have familiarity with the history of visual art.</p> <p>5. Students will learn to work effectively with service bureaus and prepress providers.</p>	<p>design situations.</p> <p>2. Demonstrate the process of breaking down a complex object into shapes, colors, and tones.</p> <p>3. Render an object on paper, then transfer the design to the computer using Illustrator.</p> <p>4. Produce logos by understanding and applying the attributes or different logo styles.</p> <p>1. Render subject into a series of shapes, colors, and tones on paper, then draw the object's attributes in Illustrator.</p> <p>2. Apply fill color and/or pattern information to the shapes drawn.</p> <p>3. Apply gradients and/or blends to simulate a three-dimensional effect.</p> <p>1. Identify the design period for a variety of paintings and drawings, from the ancient Egyptians to present-day 20th century design.</p> <p>2. State the primary attributes for each of the major late 19th and 20th century schools or periods of design.</p> <p>3. Integrate design characteristics into creative visual art projects.</p> <p>1. Prepare Illustrator file by eliminating stray points and paths not central to the image.</p> <p>2. Prepare Illustrator file by saving to proper format to be output on a high resolution imagesetter.</p>

Course Objective	Competencies
<p>6. Students will have basic understanding of how Adobe Illustrator can be used with the World Wide Web.</p> <p>7. Students will produce a wide range of potential portfolio images using Adobe Illustrator.</p>	<ol style="list-style-type: none"> 3. Provide service bureau or prepress provider with all printer and screen fonts used in document. 4. Prepare output form provided by service bureau or prepress provider to determine number of color separations desired. <ol style="list-style-type: none"> 1. Explain how vector graphics work with the World Wide Web. 2. Demonstrate how to export images in JPEG format. 3. Demonstrate how to export images in GIF format. 4. Explain how to assign URLs to objects and create image maps. <ol style="list-style-type: none"> 1. Design and illustrate a variety of personal and commercial computer-based artwork. 2. Design and illustrate logos for clients. 3. Professionally illustrate a custom-designed book utilizing all the concepts and techniques learned during the course.