

PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

COMPUTER ILLUSTRATION
CGT 2040

Class Hours: 3.0

Credit Hours: 3.0

Laboratory Hours: 0.0

**Date Revised: Summer
01**

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

Creating electronic renderings for visual communications. Infographics, product, editorial and conceptual imaging are explored.

Entry Level Standards:

Basic Macintosh computer proficiency

Prerequisites:

CGT 1040, 1100, and 1110

Textbook(s) and Other Reference Materials Basic to the Course:

Required Text:

Realworld Illustrator 9.0 by Deke McClelland, Peach Pit Press

Materials:

Two Macintosh formatted Iomega Zip cartridges, one CD-R, matboard as specified by instructor.

I. Week/Unit/Topic Basis:

Week	Topic
1	Overview of course; Review of basic principles of perspective - effectively incorporating principles into digital environment; Review of Terms, Tools, Menus and Shortcuts used in Adobe Illustrator 9.
2	The role of illustration in graphic design; File formats; Starting a Rendering
3	Exact Points and Precision Curves; Type; Quiz
4	Graphs; Infographics
5	Reshaping Paths
6	Measuring and Positioning; Guides
7	Transformations; Scaling; Duplicating
8	Mid-Term Review/Exam

- 9 Selecting and applying color
- 10 Gradations and Fills
- 11 Strokes and Brushes
- 12 Blends, Masks
- 13 Special Effects; Rasterizing
- 14 Printing Your Illustrations
- 15 Project development, digital portfolio development
- 16 Final Exam

This syllabus is subject to modification by instructor to best meet the educational progression of the students in this course.

II. Course Objectives*:

- A. Develop mechanical and technical drawing skills in black and white using electronic media. I, II, IV
- B. Develop indepth understanding of illustration and rendering techniques using electronic media. I, II, IV
- C. Exhibit a basic understanding of the use of illustration as a means of communicating ideas. I, II, III, IV
- D. Exhibit an awareness of the scope of illustration and how it is used in the graphic design field. I, II, III, IV

*Roman numerals after course objectives reference goals of the CGT program.

III. Instructional Processes*:

Students will:

1. Digitally illustrate a small handheld electrical or mechanical device/tool with standard multiple views– Front, Top, Side, and Three Quarter Views and incorporate into a promotional piece. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
2. Read an editorial article dealing with a particular cultural issue, create an editorial illustration digitally to support the text, and design an appropriate layout incorporating text and illustration. *Problem Solving / Decision Making Outcome, Cultural Diversity and Social Adaptation Outcome, Technological Literacy Outcome, Active Learning Strategies, Informational Literacy Outcome*
3. Select, examine, and stylistically match an existing series with a new/original digital illustration that expresses a concept. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies, Transitional Strategies*
4. Create an expressive and accurate portrait or caricature digitally. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*

5. Design/illustrate a label, postage stamp, logotype, or signage of an organic/natural subject that incorporates/combines illustration and a customized treatment of letterforms. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*
6. Prepare a short demonstration of a software skill to teach to the class. *Communication Outcome, Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*

*Strategies and outcomes listed after instructional processes reference Pellissippi State' s goals for strengthening general education knowledge and skills, connecting coursework to experiences beyond the classroom, and encouraging students to take active and responsible roles in the educational process.

IV. Expectations for Student Performance*:

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

1. Demonstrate black and white illustration/rendering techniques using electronic media. A,B,C,D
2. Understand the basics of perspective drawing. A,B
3. Demonstrate color illustration techniques using electronic media. A,B,C,D
4. Demonstrate entry-level proficiency in use of electronic illustration program – Illustrator 9. A, B
5. Understand the development, production, and implementation of editorial illustrations. A,B,C,D
6. Create templates from a scanned image, use guides and rulers, use the lock and hide commands. A, B
7. Understand the development, production, and implementation of infographics. A, B, C, D
8. Demonstrate an understanding of command keys and shortcuts. A,B
9. Implement creative experimentation with filters. A,B
10. Use colors palette, create and edit color, use process colors, custom colors and color tints. A,B
11. Incorporate the technique of 'layering" in digital illustration. A,B
12. Distinguish between and apply the RGB, Pantone, and Process (CMYK) color models. A, B
13. Demonstrate proficiency in the use of Pathfinder and transformation filters. A,B
14. Participate in group dialogue/critiques applying relevant nomenclature/concepts. A,B,C,D

*Letters after performance expectations reference the course objectives listed above.

V. Evaluation:

A. Testing Procedures: 25% of grade

Quiz, Mid-term, and Final Practical Exam

B. Laboratory Expectations:

Students will find it necessary to spend additional time in the Macintosh lab in order to successfully complete assignments.

C. Field Work:

N/A

D. Other Evaluation Methods: 75% of grade

Portfolio: 50%

In-class exercises: 10%

Attendance/Participation: 15% (Refer to IV Policies, CGT Program)

E. Grading Scale:

A	90—100
B+	86—89
B	80—85
C+	76—79
C	70—75
D	60—69
F	Below 60

VI. Policies:

A. Attendance Policy:

Pellissippi State Technical Community College expects students to attend all scheduled instructional activities. As a minimum, students in all courses must be present for at least 75 percent of their scheduled class and laboratory meetings in order to receive credit for the course (Pellissippi State Catalog). Individual departments/programs/disciplines, with the approval of the vice president of Academic and Student Affairs, may have requirements that are more stringent.

B. Other Policies:

Roll: Roll will be taken at the beginning of the class period. Three tardies will count as one absence. In the event that you are late, be sure to have the instructor mark you present. Leaving class early without prior approval from the instructor is not acceptable.

Make-up Work: In the event of an absence, students must use their own initiative to secure lecture notes, assignments, and other information that might have been covered during the class period.