PELLISSIPPI STATE TECHNICAL COMMUNITY COLLEGE
MASTER SYLLABUS

ADVANCED COMPUTER ILLUSTRATION
CGT 2240

Class Hours: 3.0 **Credit Hours: 3.0**

Laboratory Hours: 0.0 **Date Revised: Spring 02**

NOTE: This course is not designed for transfer credit.

Catalog Course Description:

An advanced study in creating electronic renderings for visual communications. Infographics, product, editorial and conceptual imaging are explored in depth.

Entry Level Standards:

Basic Macintosh computer and vector-based software proficiency.

Corequisites:

CGT 1040 and 1100 and 2040

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, two CD-R, matboard as specified by instructor. Students will need to purchase a USB capable pressure sensitive digital graphics tablet (Wacom Graphire2 or similar recommended).

I. Week/Unit/Topic Basis:

Week	Topic
1	Overview of course; Review of Terms, Tools, Menus and Shortcuts used in Adobe Illustrator and Photoshop – updates; File formats; Starting a Rendering; Assign Project 1
2	Introduction to use of digital graphics tablet – Settings
3	Exact Points and Precision Curves; Reshaping Paths; Type; Project proposals due; Quiz
4	Modifying and Combining Paths
5	Transformations, Special Effects, and Filters; Advanced color application
6	Advanced blends; Mastering the Gradient Mesh tool
7	Rasterizing and combining Illustrator and Photoshop files.

8	Mid-Term Review/Exam
9	Strokes and Brushes, Blends, Masks
10	Web Graphics and Animations
11	Web Graphics and Animations
12	Shortcuts and Actions; Working with Styles
13	Project development
14	Project development
15	Project development, digital portfolio development, Final Exam Review
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. Enhance mechanical, technical, and expressive drawing skills in black and white and color using electronic media. I, II, IV

B. Develop a greater understanding of advanced illustration and rendering techniques using electronic media. I, II, IV

C. Exhibit an 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 for visual communication in multiple formats. I, II, III, IV

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

III. Instructional Processes*:

Students will:

1. Digitally produce an illustration that communicates an abstract concept. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*

2. Create editorial illustrations digitally to support the text, and design an appropriate layout incorporating text and illustration based upon a published editorial. *Problem Solving / Decision Making Outcome, Cultural diversity and Social Adaptation Outcome, Technological Literacy Outcome, Active Learning Strategies, Informational Literacy Outcome*

3. Create, develop, and digitally produce a visual system vocabulary for a series of pictographs, icons, or stock visuals appropriate for infographics. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies, Informational Literacy Outcome*

4. Design/illustrate a series of labels/packages of an organic/natural product that

incorporates/combines illustration and a customized treatment of letterforms. *Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies*

5. 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*

6. Write a proposal outlining individual project criteria and scope. *Communication Outcome, Problem Solving / Decision Making Outcome, Technological Literacy Outcome, Active Learning Strategies, Transitional 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 advanced black and white illustration/rendering techniques using electronic media. A,B,C,D

2. Demonstrate an increased understanding of the principles of perspective. A,B

3. Demonstrate advanced color illustration techniques using electronic media. A,B,C,D

4. Demonstrate proficiency in use of electronic illustration programs – Illustrator and Photoshop. 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 advanced techniques in the development, production, and implementation of infographics. A, B, C, D

8. Demonstrate a mastery of command keys and shortcuts. A,B

9. Implement creative experimentation an innovation with filters. A,B

10. Use colors palette, create and edit color, use process colors, custom colors and color tints. A,B

11. Incorporate complex layering techniques 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 filters. A,B

14. Demonstrate proficiency in the use of a pressure sensitive digital graphics tablet. A,B

15. 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 55%
In-class exercises 10%
Attendance/Participation 10%
(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.