

TOURO COLLEGE COURSE SYLLABUS

LANDER COLLEGE

DEPARTMENT: Computer Science
COURSE TITLE: Computer Illustration
COURSE NUMBER: MCD 357
PREREQUISITES: MCO 130, MCD 150, MCD 235, MCD 236
CREDIT HOURS: 3
DEVELOPER: Carol Steen
LAST UPDATE: January 23, 2004

COURSE DESCRIPTION

In this course, students will use a vector-based computer drawing program, Adobe Illustrator, as a visual thinking tool, with experimental approaches to a variety of applied illustration problems. The focus is on conceptualizing and executing illustrative design appropriate to a number of markets (advertising, editorial, informational). Students will be encouraged to use innovation while honing skills in conceptualization, technique, design and presentation of computer illustrations, and understand how to use source material as the basis for computer illustration. Projects completed in this course will add an important aspect to the student designer's portfolio.

COURSE/DEPARTMENTAL OBJECTIVES

The student will:

- Learn how to create advanced projects using a vector based drawing program
- Learn additional software skills using Adobe Illustrator
- Learn experimental design approaches to a variety of illustration problems
- Learn conceptual designing
- Develop awareness of one's creativity and personal sense of style
- Explore letterforms to create typographic illustrations
- Explore additional ways to do good research
- Continue learning how to turn a rough concept into a finished design

COURSE /INSTITUTIONAL OBJECTIVES

This course is intended to introduce students to the advanced computer illustration skills needed to develop their own creativity and further their ability to do problem solving. The enhancement of students' ability to do critical thinking and study traditional liberal arts are institutional goals that this course is designed to fulfill.

COURSE CONTENT

Software Skills

- Develop additional software skills using Adobe Illustrator
- Master the Pen tool
- Utilize special effects
- Know color palettes including CMYK, RGB, Pantone
- Learn to modify and combine paths
- Learn all aspects of type tools
- Use guides, groups and locks
- Learn the Layers palette and sublayers
- Work with Transparency
- Work with Appearance and Styles palettes
- Work with Symbol Tools

Design Skills

- Expand research skills, project planning, and management
- Expand design skills, knowledge of software
- Expand knowledge of how type and images work together
- Understand the impact of color in design
- Understand and use feedback from class critiques to improve one's work
- Develop the ability to brainstorm
- Develop an awareness of aesthetics, yours and others
- Discuss Zeitgeist: What lasts over time, what disappears

HARDWARE/SOFTWARE/MATERIALS REQUIREMENTS

- Students should have their own computer with the current software
- CDs or Zip Disks
- Printing papers suitable for final project
- Course Textbook

Instructor Resource Materials

- Examples of applicable completed projects
- Instructors' edition of textbook, if appropriate
- Additional books for demonstration examples

COURSE REQUIREMENTS

- Complete classroom assignments that demonstrate mastery of software
- Complete additional homework assignments

- Midterm and Final Critiques
- Complete all projects
- All projects must be handed in as finished color printouts and also on CDs

GRADING GUIDELINES

Students must complete all assigned homework exercises

Students must complete all designated projects

Students must have all their work available in the required formats

Students must participate in Midterm and Final Critiques

METHODOLOGY:

All classes are lecture, demonstration and project oriented. The necessary software skills will be discussed and demonstrated. Appropriate examples of required projects will be shown. Techniques utilizing various approaches to creative solutions will be demonstrated and discussed. Lectures will be enhanced using the following teaching tools: textbook, additional books, handouts, illustrative drawings, the internet, use of white board, use of Mac computer, and use of computer projector or large monitor. Class critiques and reviews are part of the learning process and students will be encouraged to evaluate their own work, their fellow students' work, and the work of professionals.

COURSE TEXT

Title: Illustrator 10 or CS, Visual Quickstart Guide
 Author: Elaine Weinmann and Peter Lourekas
 Pub. Date: 2003
 Publisher: Peachpit Press
 ISBN #: 0-201-77321-X

BIBLIOGRAPHY

Books

Title: Adobe Illustrator 10 (or CS) Classroom in a Book
 Pub. Date: 2003
 Publisher: Adobe Press
 ISBN #: 10-0-201-75624-2

Title: *Real World Illustrator 10 or CS*
 Author: Deke McClelland and Sandee Cohen
 Pub. Date: 2003
 Publisher: Peachpit Press