

MESABI RANGE COMMUNITY & TECHNICAL COLLEGE – VIRGINIA/EVELETH

Course Outline

Course Title: Illustration with Adobe Illustrator Submitted By: Mclaughlin/Prijatel

Semester Course Prefix and Number: GRAP 2261 Approval Date:
Old Quarter Course Prefix and Number: Revision Date: Dec 2015

Number of Credits: 3 Number of Lecture Credits: 1
Semester(s) Offered: Fall Number of Lab Credits: 2 Number of Lab Hours: 4
Class Size: 22 Number of Studio/Demonstration/Internship Credits:
Negotiated by AASC on
(Date)\_\_\_

Course Purpose Code:

- 0 – Developmental Courses
1 – Non-transferable, General Education
X 2 – Technical course related to career programs
3 – College course which has the primary goal of applying certain concepts (e.g. vocal ensemble)
4 – Other college course not considered a part of general education (MNTC) e.g. computer science, health, physical education
5 – Course which is intended to fulfill the Minnesota Transfer Curriculum (MNTC) requirements.
9 – Continuing Education/Customized Training specialized credit course (not occurring in 0-5)

Catalog Description:

This course covers Adobe Illustrator and all of the menu and sub-menu functions used in the Graphic Arts Industry for the purpose of desktop illustration, layout, design, advertising and printing preparations. This program will allow you to draw precise lines and shapes in any weight and style, to fill them with color or patterns and to use type as illustration elements. Illustrator will be used as an art production and illustration tool. You will be creating original and composite artwork as a production artist designing and producing layouts & logos for print and web documents. Illustrator will also be used to create and preview fine artwork & logos for service bureaus, and to create color separations.

Prerequisites and/or recommended entry skills/knowledge:

Course Prerequisite(s): MAC OS, Design & Layout with QuarkXpress, Elements of Design & Typography, Adobe Indesign
Reading Prerequisite: None
Composition Prerequisite: None
Mathematics Prerequisite: None

Career Programs and Transfer Majors Accessing this Course:

Graphic Design & Print Communications

Minnesota Transfer Curriculum Goal(s) partially met by this course if applicable:

Notes: No more than two goals may be met by any one course. (Curriculum Committee review and the Chief Academic Officer’s approval are required).

- 0. x None
1. Communications
2. Critical Thinking
3. Natural Sciences
4. Mathematical/Logical Reasoning
5. History and the Social and Behavioral Sciences
6. The Humanities and Fine Arts
7. Human Diversity
8. Global Perspectives
9. Ethical and Civic Responsibility
10. People and the Environment

**Learning outcomes, including any relevant competencies listed in the Minnesota Transfer Curriculum:**

- 1 Student will comprehend-Getting Started with Illustrator
- 2 Student will perform-Creating Text and Gradients
- 3 Student will perform-Drawing and Composing an Illustration
- 4 Student will perform-Transforming and Distorting Objects
- 5 Student will perform-Working with Layers
- 6 Student will perform-Working with Patterns and Brushes
- 7 Student will perform-Working with Filters, Gradient Meshes, Envelopes, and Blends
- 8 Student will perform-Working with Transparency, Effects, and Graphic Styles
- 9 Student will perform-Creating Graphs in Illustrator
- 10 Student will perform-Drawing with Symbols
- 11 Student will perform-Creating 3D Objects
- 12 Student will perform-Preparing a Document for Prepress and Printing
- 13 Student will perform-Preparing Graphics for the Web

**Student assessment methods:**

Written response, lab experience with rubrics, quizzes and tests.

**Use of instructional technology**

(includes software, interactive video and other instructional technologies): Personal workstation, Mac Computer, OSX, Prepared materials, handouts, and other tools are provided in the program plan. The following books will be needed: Check with program instructors for latest version & author.

**Outline of the major course content:**

- 1 Getting Started with Illustrator
- 2 Creating Text and Gradients
- 3 Drawing and Composing an Illustration
- 4 Transforming and Distorting Objects
- 5 Working with Layers
- 6 Working with Patterns and Brushes
- 7 Working with Filters, Gradient Meshes, Envelopes, and Blends
- 8 Working with Transparency, Effects, and Graphic Styles
- 9 Creating Graphs in Illustrator
- 10 Drawing with Symbols
- 11 Creating 3D Objects
- 12 Preparing a Document for Prepress and Printing
- 13 Preparing Graphics for the Web

**Additional special information** (special fees, directives on hazardous materials, etc.) None

**Transfer Information:** (Please list colleges/majors that accept this course in transfer.)

University Wisconsin Stout, Print Management. Bemidji State University, Design Technology.

**Approvals:**

Body	Representative Signatures	Date
Curriculum Committee		
Faculty Association		
Academic Affairs Standards Committee		
Chief Academic Officer		

Distribution: Original – Administrative Office

Copies: Curriculum Committee Chair, Learning Center, Library, Originating Faculty Member, Records, Student Services, Scheduler, Transfer Specialist, AASC Chair

Revised February 10, 2004