

# DDP 302A: ILLUSTRATOR A

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## New Course Proposal

Date Submitted: Wed, 22 Jan 2020 20:49:41 GMT

### Originator

mabril

### Justification / Rationale

This course is Module 1 of 2 of a non-credit overlay version of DDP102 Digital Illustration. The noncredit version provides vocational skills training opportunities to the incumbent workforce and those currently underemployed or unemployed. This module presents basic software skills needed for digital imaging careers.

### Effective Term

Fall 2021

### Credit Status

Noncredit

### Subject

DDP - Digital Design & Production

### Course Number

302A

### Full Course Title

Illustrator A

### Short Title

ILLUSTRATOR A

### Discipline

#### Disciplines List

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Graphic Arts (Desktop publishing)

### Modality

Face-to-Face

100% Online

Hybrid

### Catalog Description

This noncredit course provides an introduction to the process of creating vector based content using Adobe Illustrator, the industry standard vector graphics editor for digital media and graphic design professionals. Adobe Illustrator is used for creating graphic design, typography, logos, animations, social media and artistic illustrations on the computer. No prior Illustrator knowledge or art background required.

### Schedule Description

This noncredit course is perfect for anyone wanting to learn how to get started using Adobe Illustrator. In this class you will learn to create vector-based artwork, manipulate type and learn how to create dynamic content and illustrations for print and online delivery. No prior Illustrator knowledge or art background required.

### Non-credit Hours

81

### In-class Hours

45

### Out-of-class Hours

36

**Total Semester Hours**

81

**Override Description**

Noncredit courses do not have lecture and lab so outside of class hours must be adjusted so the noncredit course has the same total hours as the credit equivalent.

**Required Text and Other Instructional Materials****Resource Type**

Book

**Open Educational Resource**

No

**Author**

Schwartz, Rob

**Title**

LEARN Adobe Illustrator CC

**Edition**

1st

**City**

CA

**Publisher**

Adobe Press

**Year**

2018

**College Level**

Yes

**Flesch-Kincaid Level**

11

**ISBN #**

13: 978-0-13-487838-6

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**Resource Type**

Book

**Author**

Andrew Faulkner, Conrad Chavez

**Title**

Adobe Photoshop CC Classroom in a Book

**Edition**

1st

**Publisher**

Adobe Press

**Year**

2019

**College Level**

Yes

**ISBN #**

0-13-526178-3

**Resource Type**

Web/Other

**Open Educational Resource**

Yes

**Class Size Maximum**

25

**Course Content**

1. Create and modify visual elements.
2. Typographic adjustments to create contrast, hierarchy, and enhanced readability.
3. Saving and Exporting Files.
4. Pen Tool.
5. Project setup and software interface.
6. Layer basics.
7. CMYK vs. RGB Color modes.
8. Vector vs. Raster images.
9. Manage colors, swatches, and gradients.
10. Navigate, organize, and customize the application workspace.

**Course Objectives**

	<b>Objectives</b>
Objective 1	Demonstrate ability to open, create, save and open files and choose appropriate document settings in Adobe Illustrator.
Objective 2	Export or save digital images to various file formats.
Objective 3	Enter, edit, and format type using Adobe Illustrator.
Objective 4	Use libraries, such as colors, swatches, gradients, brushes, symbols, and patterns using Adobe Illustrator.
Objective 5	Analyze the difference between raster and vector artwork.
Objective 6	Create animation using layered graphics.

**Student Learning Outcomes**

<b>Upon satisfactory completion of this course, students will be able to:</b>	
Outcome 1	Analyze software workspace and tools to develop creative content using Adobe Illustrator.

**Methods of Instruction**

<b>Method</b>	<b>Please provide a description or examples of how each instructional method will be used in this course.</b>
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Participation	Students will participate in critiques, in class exercises and general feedback on visual examples.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.

Discussion	Students will verbally pitch their art and design concepts to the group as well as in progress discussions.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to be have access to a computer to participate in this course.

### Methods of Evaluation

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Presentations/student demonstration observations	Students will explain how they analyzed, chose, and synthesized a variety of possible elements to create an original artwork	In Class Only
Student participation/contribution	Skill demonstration through completion of computer exercises.	In Class Only
Tests/Quizzes/Examinations	All forms of formal testing, other than skill performance exams.	In Class Only
Mid-term and final evaluations	Comprehensive examinations on key art and media terminology including the principles and elements of design.	In Class Only
Critiques	Students will participate in group critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only
Written homework	Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.	Out of Class Only
Other	Out-of-class hours will be monitored electronically through the Learning Management system.	Out of Class Only

### Assignments

#### Other In-class Assignments

1. Reading of approximately 2-10 pages per week from online materials and watching corresponding videos/lectures.
2. Saving artwork for screen and print.
3. Use basic shapes to create dynamic content
4. Use layers to develop animation artwork

#### Other Out-of-class Assignments

1. Complete lessons.
2. Read approximately one chapter from textbook each week.
3. Research information for projects.
4. Design and develop projects.
5. Upload lessons, assignments and projects for evaluation.

#### Grade Methods

Pass/No Pass Only

### Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

Online %

50

On-campus %

50

## Lab Courses

### Instructional Materials and Resources

**If you use any other technologies in addition to the college LMS, what other technologies will you use and how are you ensuring student data security?**

Within Course Management System:

- Discussion forums with substantive instructor participation
- Regular virtual office hours
- Private messages
- Online quizzes and examinations
- Video or audio feedback
- Weekly announcements

External to Course Management System:

- Direct e-mail
- Posted audio/video (including YouTube, 3cm mediasolutions, etc.)

Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.

This class if online is being taught via Canvas. Instructors will use asynchronous text and video messages to interact with the students. Also, discussions boards, constant announcements will be used. Zoom virtual office hours with screen sharing and interaction capabilities will be available.

If interacting with students outside the LMS, explain how additional interactions with students outside the LMS will enhance student learning.

Canvas is used for external interaction as well.

### Effective Student/Faculty Contact

**Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?**

Within Course Management System:

- Discussion forums with substantive instructor participation
- Chat room/instant messaging
- Regular virtual office hours
- Private messages
- Online quizzes and examinations
- Video or audio feedback
- Weekly announcements

External to Course Management System:

- Direct e-mail
- E-portfolios/blogs/wikis
- Posted audio/video (including YouTube, 3cm mediasolutions, etc.)
- Synchronous audio/video
- Teleconferencing

For hybrid courses:

- Scheduled Face-to-Face group or individual meetings
- Field trips
- Library workshops
- Orientation, study, and/or review sessions
- Supplemental seminar or study sessions

**Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.**

Active participation and multiple modes of information delivery; announcements, asynchronous text, video messages, discussions boards, and Canvas email.

### Other Information

#### MIS Course Data

CIP Code

11.0803 - Computer Graphics.

**TOP Code**

061460 - Computer Graphics and Digital Imagery

**SAM Code**

C - Clearly Occupational

**Basic Skills Status**

Not Basic Skills

**Prior College Level**

Not applicable

**Cooperative Work Experience**

Not a Coop Course

**Course Classification Status**

Other Non-credit Enhanced Funding

**Approved Special Class**

Not special class

**Noncredit Category**

Short-Term Vocational

**Funding Agency Category**

Not Applicable

**Program Status**

Program Applicable

**Transfer Status**

Not transferable

**General Education Status**

Not applicable

**Support Course Status**

Course is not a support course

**Allow Audit**

No

**Repeatability**

Yes

**Repeatability Limit**

NC

**Repeat Type**

Noncredit

**Justification**

Noncredit courses are repeatable until the student achieves the skills and knowledge required to meet the objectives and outcomes of the course.

**Materials Fee**

No

**Additional Fees?**

No

## Approvals

**Curriculum Committee Approval Date**

3/19/2020

**Academic Senate Approval Date**

3/26/2020

**Board of Trustees Approval Date**

5/15/2020

**Chancellor's Office Approval Date**

7/02/2020

**Course Control Number**

CCC000618744

**Programs referencing this course**

Digital Illustration Certificate of Completion (<http://catalog.collegeofthedesert.eduundefined?key=299/>)