

MART 372: Digital Illustration Syllabus

When	1:10pm - 2:25pm Tuesdays & Thursdays Fall Semester, 2017
CRN	92151
Units	3 Units, 42 hours lecture, 32 lab hours
Where	Building 13, Room 0211
Who	James Khazar www.khazar.com
Office Hours	Tuesdays & Thursdays 12:30pm - 1pm. Location based on prior arrangement
Email	classes@khazar.com

Course Description

This is an introductory class in digital illustration focusing on digital drawing techniques, layout and design using Adobe IllustratorCS6. This is a very powerful tool, especially when combined with digital painting tablets and pressure-sensitive pens. We will use Illustrator to create vector graphics for professional web, print, illustration, silkscreen and poster design. We will investigate how Illustrator interacts with other software such as Photoshop, Flash and InDesign.

This is a hands-on class. Understanding file management and basic computer applications is important since there will be no time scheduled for introductory lessons. This class will be taught through lectures, demonstrations, and feedback sessions/critiques.

Approximately two hours of time outside the scheduled class is required in the lab per week. (A total of 32 hours of lab time is required for the course.) Please check the open studio schedule (available in the 2nd week of classes) for available times. This schedule will be posted in lab and on the web. If you choose not to work in the lab, you must fill out an off-campus hours form, which can be downloaded [here](#), and hand it in at the end of the semester.

Lab times devoted to assignments are as follows:

Weeks 1-3	Introduction to Illustrator, Homework: Play with Illustrator
Week 4	Homework: Bezier Curves
Weeks 5-6	Assignment 1: Personal ID
Weeks 7-9	Assignment 2: Tattoo
Weeks 10-12	Assignment 3: Beverage Label
Weeks 13-17	Assignment 4: Concert Poster

Topics

- Illustrator Tools: pen tool, Bézier curves, type, selection, 3d, effects, filters, graphic styles, live trace, live paint
- Raster (bitmap) VS. Vector Graphics
- Principles of Design (layout, color, typography)
- File types, formats, compatibility, resolution and size
- The development of editorial illustration
- Web design
- Label design
- Logo design
- Poster design
- Printing your projects

Administration

Grades

Letter Grade	Grade Value	Min Value to get for final grade
A+	100	Not available through WebSmart
A	95	92.5
A-	90	87,5
B+	85	82.5
B	80	77.5
B-	75	72.5
C+	70	67.5
C	65	62.5
C-	60	57.5
D+	55	Not available through WebSmart
D	50	25
F	0	<25
F		

Grading Components

- Projects & Homework: 85%
- Lab Time: 1% (Binary, you get a Pass or a Fail)
- Class Participation: 14% (Grading is based on assignments and participation in class and crits. Assignments must be complete to receive a passing grade)

Rules

- All work for assignments must be original. Don't copy existing designs. You can use bitmap images that are not your own, but everything else has to be original. Also, don't use the packaged symbols that come with Illustrator or other vector-based media you didn't create yourself.
- This is not a Photoshop class, this is an Illustrator class. The only project that allows use of Photoshop is the final poster project, and even then it is to do only one thing in Photoshop. Creating elements in Photoshop and using them for assignments will result in that assignment being given a failing grade. Be prepared to work outside your comfort zone! It is very easy for me to tell when something has been imported from Photoshop into Illustrator.
- You must create your work in Illustrator CS6 or Creative Cloud for this class. This is because your assignments will be reviewed and commented on with CS6 and you'll need to open the response files in CS6 or Creative Cloud.
- A few minutes will be available at the beginning of class to upload your assignment, but all assignments are due at the beginning of class on the assignment's due date. Don't count on having time to work on the assignment on the day of the crit.
- Late assignments are lowered by one full grade
- Unless otherwise arranged, assignments will not be accepted after the beginning of the next class session after it's due
- Attendance at the final is required
- Plagiarized work will be immediately failed
- Creativity and neatness count!

Lab Hours

- The "32 by arrangement" lab hours required with this class must be done in the studio during open hours. However, you may also work outside the lab on your projects. Download the form for working outside the lab here and turn it in at the end of the semester. When using the lab, don't forget to sign both in and out – failure to sign out will create an attendance report that shows only 15 minutes of lab time.

Misc.

- There are locations on campus for email and surfing the web. Don't do these things during lectures/demonstrations/critiques.
- Please consult your class schedule for any drop class information and CR/NC grading policies as this is the responsibility of the student.
- Sometimes student works will be used by Cañada College for educational purposes and to promote the program or college or in galleries or shows or other forums. It is important to always include your name in your file so proper attribution can be given. Unnamed or improperly named files may be attributed to 'Anonymous'. To 'opt out', submit a request in writing at the any time during the semester.

Important Dates

- August 16th: Classes begin
- August 29th: Last day to register (ADD) and last day to drop and get refund
- September 4th: Last day to drop without a "W"
- November 15th: Last day to drop with a "W"
- November 23rd: Thanksgiving holiday. No class.
- December 10th-16th: Finals

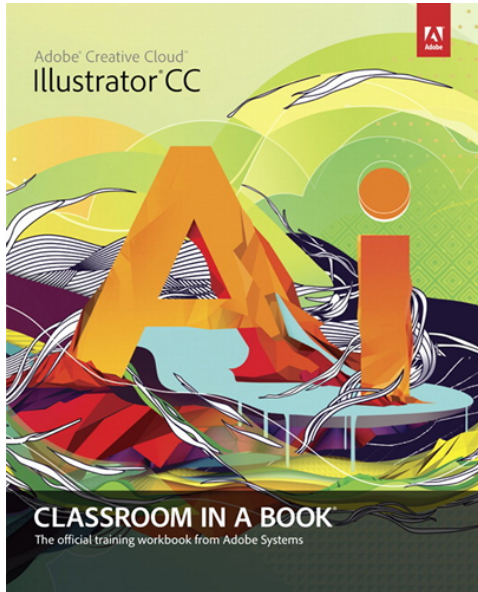
Guidelines For A High Grade (B+ Or Higher)

- Participate in critiques and volunteer constructive criticism to other student's work
- Do your reading and research for your projects and explore more than one design solution
- Successfully incorporate skills and disciplines acquired from earlier projects into future projects
- Neatness counts! Turn in clean, well presented work (well-named layers, etc.)
- Be resourceful, be creative and when in doubt, ask

Materials

- Removable storage (USB Jump Drives: 512MB at least) for storing your images and backing them up. All projects must be kept throughout the semester for the final presentation. Lost files are not an acceptable excuse – back up your work!

Recommended Text



Adobe Illustrator CC Classroom in a Book
Adobe Press, 2013
ISBN-13:978-0-321-7078-7