GD 150 – Illustrator Workshop
Fall 2013 | Monday 3:10p
Loop | CS&TC 00632

Instructor

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Course Description

This course is an introduction to Adobe Illustrator, a vector based drawing program. Adobe InDesign, Photoshop, and Illustrator are the most prevalent programs used by design students, designers, photographers and artists for creating 2D work and graphic design for print. Because this is a course for graphic designers, we cannot ignore some basic design and typographic principals, methods and processes, which will also be covered in the course, concentrating on but not limited to the technical and hands-on aspect of the profession. While learning Illustrator, we will create quite some increasingly complex design-related projects.

The Syllabus and schedule are subject to change through out the quarter.

It is the student's responsibility to read the syllabus and understand all of the class policies. If the student has any questions about the syllabus or the class, they are welcome to contact the instructor.
Course Homepage:
http://winnystudio.com/150

Course Management System: Course Online (COL)
All assignments will be posted and graded on our Course Online site:
https://col.cdm.depaul.edu

In order for you to complete this course successfully, to finish all the projects in a professional and meaningful manner, and to fulfill the goals set for each project, it is important that you do the following:
- Work as hard as you can and to the best of your abilities (as opposed to just getting it done)
- Be here every day we meet
- Software demos are given almost every class meeting, and will not be repeated if you miss them.
If you have to be absent, find out what happened on the day you missed, and what you need to prepare for when you come back. Exchange phone numbers or emails with your classmates.

How I will teach this course

All class sessions will have more or less extensive demos, except at the end of the course, when you will work on the final project in the lab.
After the presentation of a demo, I expect you to work in class during the duration of the class to practice what was covered on you own or with my help.

Textbook:	**Visual Quick Start Guide** **Illustrator CS6** Elaine Weinman Peter Laurekas
Your Email:	Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at https://campusconnect.depaul.edu is correct.
Attendance	Attendance is required. 2 absences = dropping one grade 3 absences = fail the class If a student is absent, they are responsible for doing the best they can to catch up. If a student has any questions or concerns, they may email the instructor or arrange to meet in person. However, lectures will not be repeated.
Academic Integrity	Work done for this course must adhere to the DePaul University Academic Integrity Policy, which you can review in the Student Handbook or by visiting the following link: http://academicintegrity.depaul.edu/ It is the student's responsibility to adhere to these policies.
Online Instructor Evaluation	Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over two weeks. Students do not receive reminders once they complete the evaluation. Toward the end of the quarter, students may be asked to fill out the course evaluation in class. If this occurs, the instructor will step out of the room for 20 min. to ensure no conflict of interest or unfair influence.
Incomplete	An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final, and approved by the Dean of the College of Computing and Digital Media. Any consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.
Resources for Students with Disabilities	Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and

make sure that you have contacted either the PLuS Program (for LD, AD/HD) or The Office for Students with Disabilities (for all other disabilities) at:
Student Center, LPC, Suite #370
Phone number: (773) 325.1677
Fax: (773) 325.3720,
TTY: (773) 325.7296

Lecture Plan

Date	Lecture / Subject	Projects
Sept 16	Class Intro. Vector vs. Pixel. Illustrator getting around: tools, panels. Making Line Art. (Anchor points, path, stroke)	Project #1: Drawing organic shapes leaf
Sept 23	Drawing geometric Shapes, Align and Distribute, Colors, fills, gradients.	Project #2: Captain America's shield Project #3: Abstract flower
Sept 30	--	Project #4: Fill organic shapes (color the leaf)
Oct 7	Pathfinder Operations Creating compound shapes	Project #5: Compound shapes Project #6: Abstract background
Oct 14	Stroke, dashes and arrows The rich world of strokes	Project #7: Stroke art
Oct 21	Working with type, Font types, Text formatting basics, Paragraph style Text and path.	Project #8: Technical drawing
Oct 28	Align and Distribute for Technical drawing Colors, fills, gradients for Technical drawing	
Nov 4	Creating a map with illustrator	Project #9: Map or Plan
Nov 11	Placing images, clipping mask, Add texture,	
Nov 18	Saving for printing/web, 3D illustration	
Nov 25	Project Presentation and Critique	

Grading

10%	Participation
70%	Projects
20%	Final Project & Presentation

Project Evaluation

Effort	Willingness to do the best job within one's abilities and talent, as opposed to just getting it done: Did you work hard?
Creativity	The originality and artistic merit of the project: Is the idea cool and does it communicate well visually?
Adherence	Is the project executed according to the parameters outlined? Did you follow instructions?
Craft	Neat and careful technical execution of assignment and presentation, attention to details. Are the features of the applications applied appropriately for a given task? Are you using the software as intended?