

Illustrator Workshop

Adobe Illustrator

DePaul University
Loop Campus
College of Computing
and Digital Media
CDM 632 Mac lab

Illustrator Workshop
GD 150 – 501
Winter quarter 2016
Wed 10:10 am – 11:40 am
Daniel Morgenthaler, instructor

dmorgent@cdm.depaul.edu

Office hours: 9:40 am – 10:10 am
11:40 pm – 12:10 pm
room CDM 616

Course Policies

Attendance: Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. The overall grade for participation drops one-third after any absence. Three absences for any reason, whether excused or not, may constitute failure for the course.

Attitude: A professional and academic attitude is expected throughout this course. Measurable examples of non-academic or unprofessional attitude include but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting or using the internet whether on a phone or computer. If any issues arise a student may be asked to leave the classroom. The professor will work with the Dean of Students Office to navigate such student issues.

Civil Discourse: DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be Socially Responsible Leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

Cell Phones/On Call: If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowable in class. If you are required to be on call as part of your job, please advise me at the start of the course. **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L and sent via email.

Online Course Evaluations

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 three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.

Academic Integrity and Plagiarism

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

Academic Policies

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at:

<http://www.cdm.depaul.edu/Current%20Students/Pages/PoliciesandProcedures.aspx>

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 the Center for Students with Disabilities (CSD) at: csd@depaul.edu.

Lewis Center 1420, 25 East Jackson Blvd.

Phone number: (312)362-8002

Fax: (312)362-6544

TTY: (773)325.7296

Introduction

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 can not 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 several exercises and 3 to 4 increasingly complex design-related projects.

Prerequisites

Basic knowledge of the Macintosh OSX operating system and user interface.

Exercises

- 1 Drawing organic shapes
- 2 Technical drawing

Final project

Map or plan

Informal Exercises / Demos

(not necessarily in that order)

- 1 Drawing organic shapes, anchor points, path, stroke
- 2 Colors and fills
- 3 Working with pre-defined shapes
- 4 Working with objects, scaling, rotation, pathfinder, alignment
- 5 Type
- 6 Layers

File formatting

Submit all files in Illustrator CC or older format.

Please follow naming convention as described in project description.

Supplies you need

Book (recommended)

Visual Quick Start Guide

Illustrator CC

Elaine Weinman Peter Laurekas
 at the DePaul Center bookstore

Ruler (essential)

Folder or binder to organize hand-outs and notes

Material for sketching:

1 8.5 x 11 graph paper pad 4 squares per inch
 available at any Staples or Office Max stores
 or print grid document posted in D2L

Pencil and fine tipped pen for sketching and drawing

Eraser

Printing papers

B+W proofing papers are supplied by the lab.

11 x 17 printing can be done in CDM 632 or off campus

For digital file back up, storage and archiving:

Flash drive for transporting files

Portable hard drive

Off-site storage is an option, but has been known to be unreliable

Always bring the appropriate art supplies to class

Local art suppliers

Blick

42 S. State Street

(312) 920-0300

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
- Be punctual (I will take attendance at the beginning of each class session). Casual tardiness and absences suggests an unprofessional and careless attitude.
- Software demos are given almost every class meeting, and will not be repeated if you miss them.
- Be prepared with research, supplies and work required.
- Coming to class unprepared is not acceptable
- Don't use earphones during class.
- Turn off cell phones during class. Making and taking calls is allowed only during official break times!

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 your own or with my help.

Grading and evaluation

Grades will be determined on a scale from 0 to 4.

***0 = F**, D = 1, C = 2, B = 3, 4 = A.

*(note that an F for any part of the course counts as 0 points in the final grade calculation.)

The final project is given a grade according to the criteria below, each of which constitutes 1/3 of the total project grade.

It is realized that grading artistic work can be partially subjective; you will have to trust the instructor's experience, intuition and sense of fairness.

See grading sheet at end of document.

1 Effort

Timely and complete submission of project and willingness to do the best job within one's abilities and talent, as opposed to just getting it done:

Did you work hard?

2 Adherence

Is the project executed according to the parameters outlined?
Did you follow instructions?

3 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?

Attendance

Because of the amount of material that will be covered during demos and tutorials, attendance is important, and can affect your grade:

More than 15 minutes late counts as one absence.

An incomplete is not given except for documented emergencies, such as hospitalization, family tragedy etc. and must be requested by the student.

Creativity

Since this is primarily a software workshop, artistic merit of the project will not be graded, but I might suggest ways to esthetically improve your work if time allows.

Final grade calculation

Final project: 30% of total

Final test: 30% of total

Exercise 1: 15% of total

Exercise 2: 15% of total

Absence grade: 10% of total (each absence reduces absence grade by 1 grade, i.e. 2 absences from A to C)

Exercises have 3 components: Sketch, printout, digital file on D2L. Each missing component automatically reduces the effort grade by one point.

Handed in and posted on time = A

Not handed in and posted on time = F

Late hand-ins are accepted for evaluation but reduce the effort grade to a C.

Example:

Project grade: $B = 087 \times .30 = 17.4$

Test grade: $A = 100 \times .30 = 40.0$

Exercise 1 $A = 100 \times .15 = 15.0$

Exercise 2 $A = 100 \times .15 = 15.0$

3 absences $B = 087 \times .10 = 08.7$

Total 96.1 = A

See grading sheet on pg 8 for numerical equivalent of letter grades

"Showing up is 80 percent of life." Woody Allen

"I am a great believer in luck, and I find the harder I work the more I have of it." Thomas Jefferson

"God is in the details." Mies Van der Rohe

Syllabus

This is a tentative outline for the sequence and duration of projects you will work on. You will be notified of any changes. All due dates are indicated in boldface. You may find it necessary to work outside class. It is especially important that you practice your computer skills, the way you need to practice playing an instrument. This is the only way to become familiar with the programs and use them efficiently. (HW = homework, AI = Illustrator CC guide)

Demos and software tools covered are not in the same sequence as they appear in your books.

Week	Date	Proj.	In class and demos	Suggested readings or homework	
01	Jan 06	1	Course introduction Intro to Adobe Illustrator Intro and demo: Leaf drawing	HW AI	Start sketching leaf 1 Create & save files 3 Workspace 4 Panels 7 Freehand drawing 8 Select 9 Move, copy, align 12 Reshape 21 Pen tool 23 Brushes
02	Jan 13	1	Bring leaves and sketches to class Demo pen tool Start drawing with AI	HW AI	Continue drawing 10 Fill and stroke 24 Gradients
03	Jan 20	1 2	Demo fill and stroke Continue work Intro	HW	Finish and print out Prepare technical object drawing
04	Jan 27	1 2	Hand in printouts and upload file Have object drawing to work on Exercise 2 demo 1, 2 and 3 Print Demo Start drawing in AI	HW AI	Continue drawing in AI 6 Geometric objects 11 Transform 13 Layers 19 Create type 20 Style and edit type 22 Acquire images 25 Combine paths
05	Feb 03	2	Continue drawing Type demo Symbol and patterns demo	HW AI	Continue drawing
06	Feb 10	2	Continue drawing	HW AI	Finish and print out
07	Feb 17	2 3	Hand in printouts and upload file Intro Maps and Islands samples Final project demo Symbols demo Start sketching	HW AI	Continue sketching, write all label text 16 Graphic styles 27 Transparency 28 Symbols
08	Feb 24	3	Bring all sketches and content Lecture on color printing Start drawing in AI	HW AI	Continue work
09	Mar 02	3	Continue work	HW AI	Continue work, bring b+w proof to class for individual review
10	Mar 09	3	Take final test 10:10am — 11:40am	HW AI	Finish and print out
11	Mar 16	3	Finish and hand in printouts and upload file for final project 08:30am — 10:45am		

Exercise 1:

Organic shapes, strokes, brushes, fills

Goal

Use of the pen tool, anchor points, strokes, fills, colors, gradients, brushes, mesh and blur, alignment.

Preparation

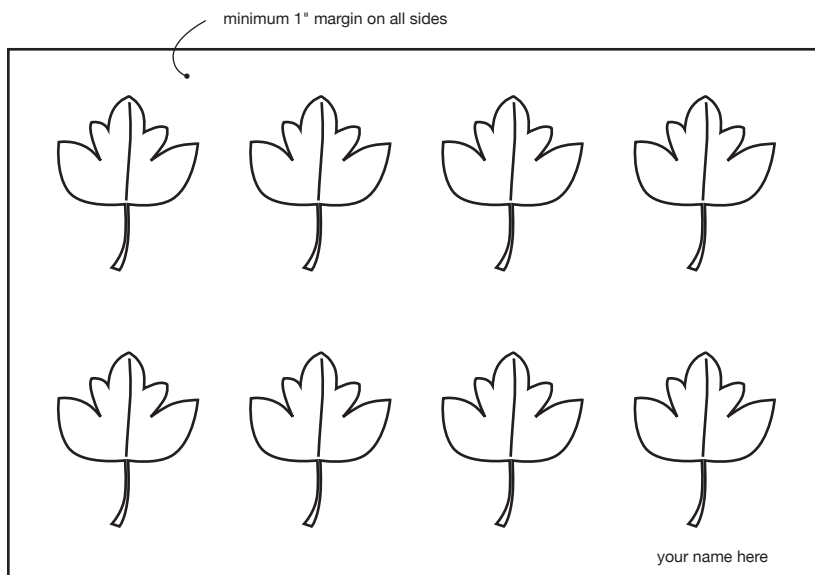
Use the provided leaf shape as a model for drawing.

Sketching

Using graph paper, prepare a precise line drawing of the leaf in pencil that depicts its formal characteristics such as major outline, proportion, veins. Reduce the drawing to its essential elements. Do this at natural size. This drawing will serve as a template for the rest of the assignment, so it is important that you take care to render it well. Do not apply any shading or texture.

Vector drawing

Set up a new document with 1 art board, letter or 8.5 x 11, vertical format. Using the grid paper and the sketch of your leaf as a reference, draw it using the pen tool in Illustrator, with the document grid set at the same increments as the graph paper. Use document guides for important reference points. Take care to place corner and curve points appropriately, simplify the shape and vein structure to create a stylized but recognizable rendering.



Strokes and fills

Set up a new document with 1 art board, tabloid (11 x 17), horizontal format, CMYK color mode. In the swatches palette, delete all swatches after “CMYK Magenta” and create your own CMYK or Pantone swatches for applying to the leaves.

Cut and paste the master drawing of the leaf with the default stroke and fill. Make 7 copies for a total of 8 drawings. Scale, align and distribute the copies to fit comfortably on the page. Leaves can be scaled up or down from the original but all must be the same size.

Apply the following to the leaves:

Top row is black and white for all objects

- 1 Leave default stroke (1pt black) and fill (white)
- 2 Apply different stroke weights to outline and veins
- 3 Apply calligraphic brush
- 4 Apply art or bristle brush

Bottom row

- 1 Color stroke and fill using 2 – 4 pantone or CMYK colors, no gradient
- 2 Apply gradient to stroke and fill
- 3 Apply multiple colors using gaussian blur effect. Use the *paint inside* or *clipping mask* function to achieve a clean outline.
- 4 Apply any combination of above as you see fit. Experiment with artistic brushes for fills, such as watercolor, bristle etc combined with transparency. Use the *paint inside* or *clipping mask* function to achieve a clean outline.

The goal is to use various tools for strokes and fills. Keep color close in hue in order to avoid overly gaudy effects.

Presentation

- Upload the Illustrator files to the D2L folder for Exercise 1
- Name file “LastNameFirstNameExercise1”
- Print out your document on a color or b+w printer on 17" x 11" (tabloid) paper with your name set in 8pt Helvetica regular in the lower left hand corner of the sheet, ½" from left and bottom edge.
- Hand in all sketches and drawings related to the project.

Exercise 2

Geometric shapes

Goal

What was covered in project 1 plus use of geometric shapes, object transformation, pathfinder, arrange, layers, type on path, step and repeat.

Preparation

Design an imaginary, non-functional, interesting, complex technical object to draw, such as steam punk? Make it challenging but keep it within your skill levels. It must contain at least the following elements:

1. A radius corner case or enclosure
2. At least 3 different round dials, with hands or other pointers and numbers, dots or lines arranged on a circle or semi-circle
3. The name of the device and other text, such as on off etc.
4. At least 3 different buttons
5. At least 3 knobs with ridged sides
6. An area with repeated openings, such as a speaker grill
7. Gradients where applicable.

Make a pencil drawing on grid paper of the object's front without any perspective, (as in the examples at right) no bigger than 10" x 7".

The more interesting and complex the object, the richer and compelling the drawing can be.

Drawing 1

Set up a new document with 2 art boards, tabloid (11 x 17), horizontal or vertical format, CYMK color mode. In the swatches palette, delete all swatches after "CMYK Magenta" and create your own CMYK swatches. Using the appropriate polygons, build the shape of the object: Start with large shapes and gradually work yourself into the details. Take advantage the document grid, ruler guides, smart guides, rounded rectangles, arrangement tool etc. Work in black and white for this phase. All related objects should have their own layer.

Use only black and white fills for this version, no greys.

The goal is to produce a convincing, precise linear technical drawing of the object using subtle stroke variations and carefully rendered detail features, such as patterns and typography.

Drawing 2

In the layers palette drop down menu, check "Paste remembers layers." Copy and paste the first drawing onto the second art board and center it. Use color fills, gradients, textures and patterns if applicable to render your own color version of the object. This can be with a sophisticated, subtle, naturalistic color palette or it can be very playful and inventive. Remember that any path you intend to fill with color must be a closed path.

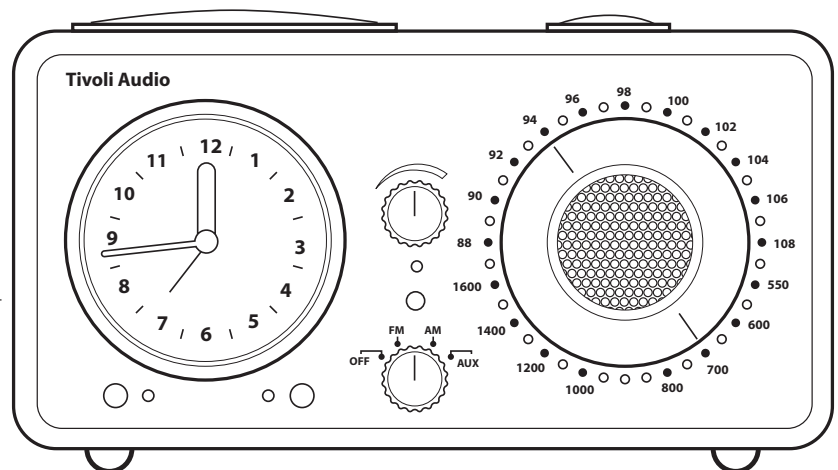
Presentation

- Upload the b+w and color Illustrator file to the D2L folder for exercise 2.
- Name file "LastNameFirstNameExercise2"
- Print out your b+w and color documents on a color or b+w printer on 11" x 17" (do not scale) paper with your name set in 8pt Helvetica regular in the lower right hand corner of the sheets, 1/2" from right and bottom edge.
- Hand in all sketches and drawings related to the project.

Right: An example of a line drawing done in Adobe Illustrator.

Note the use of line weight for clarity and visual interest.

An example of a shaded object rendering done in Adobe Illustrator adapted from a drawing by Mark Selewacz.



Final project: Fantasy Island

Goal

Use all the skills and techniques acquired in project 1 and 2 plus graphic styles, symbols and further practice to become more effective and confident in the use of the software.

Research

Look at contemporary and historical maps and atlases. Create and name a list of features on a small imaginary island.

This must include at least the following:

(all elements must be labeled with a name in order to be considered complete)

- 01 island
- 02 ocean or lake the island is in with water depth indication
(use several adjusted shapes of the island with a range of tints to indicate water depth)
- 03 1 or more towns **(indicate with buildings or streets)**
- 04 1 lake or other body of water
- 05 1 or more rivers or creeks **(you must use width tool for this and use type on path for labels)**
- 06 A mountain or hill **(you must use blend, gradient, or gradient mesh tool for this)**
- 07 roads **(you must make your own brush for this and use type on path for labels)**
- 08 bicycling or hiking path(s) **(you must make your own brush for this and use type on path for labels)**
- 09 forest **(use symbols tool, and you must make your own tree drawing(s))**
- 10 nature preserve or park **(set off from background with different color or pattern)**
- 11 beach **(set off from background with different color or pattern)**
- 12 compass rose with N NE E SE S SW W NW labels **(your own rendering please)**
- 13 symbols key and distance scale
- 14 All related elements must be on their own named layer
i.e. rivers and lakes, towns, roads and paths etc.
and any other elements you would like to include

Failure to adhere to this check list results in the deduction of one grade point for the adherence grade on your final project grade sheet.

For example: no type on path and no width tool for rivers reduces the adherence grade from an A to A- to B+.

Sketching

Sketch the island on the 8.5 x 11 graph paper, indicating all the required features. All aspects of the features must be sketched in, such as shape, size, location, names.

Scale: 1" = 1 mile.

One square = ¼ mile

Drawing 1

Set up a new document with 2 art boards, tabloid (11 x 17), horizontal or vertical format, CMYK color mode. In the swatches palette, delete all swatches after "CMYK Magenta" and create your own CMYK swatches.

Using the sketch and the document grid as reference, draw all elements in black and white lines only. Use different line weights, styles and shades to distinguish map elements and establish visual hierarchies. Make sure all shapes to be filled with color in drawing 2 have closed paths. Do not change the scale of your drawing. Label all features with typography, use type on paths and tracked text when appropriate. Keep the type on the small side.

Make sure all related features are drawn on their own layer and have a graphic style assigned to them for easy editing.

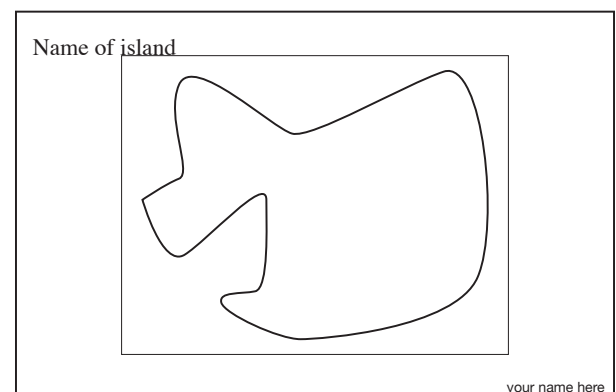
Drawing 2

In the layers panel, make sure "Paste remembers layers" is checked. Copy and paste the first drawing onto the second art board and center it.

"Break link to symbol" in Symbols panel drop down menu and edit symbol by adding color for color version of map. Use your own color palette to make the map more readable and attractive. Release b+w instances from their symbol, and add color with "edit symbol" function. Refrain from excessively bright color backgrounds, use color to accentuate or bring forward important features. Remember that any path you intend to fill with color must be a closed path.

Presentation

- Upload the b+w and color Illustrator files to the D2L folder for Final project.
- Name file "LastNameFirstNameFinal"
- Print out your b+w and color documents on a color or b+w printer on 11" x 17" (do not scale) paper with your name set in 8pt Helvetica regular in the lower right hand corner of the sheets, ½" from right and bottom edge.
- Hand in all sketches and drawings related to the project.



*Your 8.5" x 11" sketch on an
11 x 17 document for scale*

Grading sheet

Final project _____

Student _____

Comments:

1 Effort

4.0 3.0 2.0 1.0 0

Timely and complete submission of project and willingness
to do the best job within one's abilities and talent,
as opposed to just getting it done:
Did you work hard?

2 Adherence

4.0 3.0 2.0 1.0 0

Is the project executed according to the parameters outlined?
Did you follow instructions?

Tasks as per syllabus

1 2 3 4 5 7 8 9 10 11 12 13 14

3 Craft

4.0 3.0 2.0 1.0 0

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?

Total _____ / 3 = _____

Explanation of grades

Points	Percent	Grade	Description
4	95 – 100	A	Superior
3.66	91 – 94	A-	
3.33	88 – 90	B+	
3	85 – 87	B	Good
2.66	81 – 84	B-	
2.33	77 – 80	C+	
2	73 – 76	C	Satisfactory
1.66	69 – 72	C-	
1.33	65 – 68	D+	
1	61 – 64	D	Poor
0	00 – 00	F	Fail

School 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. Students complete the evaluation online at <https://mycti.cti.depaul.edu/mycti>

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 CampusConnect is correct.

Academic Integrity Policy

This course will be subject to the academic integrity policy passed by faculty. More information can be found at <http://academicintegrity.depaul.edu/>

Plagiarism

The university and school policy on plagiarism can be summarized as follows: Students in this course should be aware of the strong sanctions that can be imposed against someone guilty of plagiarism. If proven, a charge of plagiarism could result in an automatic F in the course and possible expulsion. The strongest of sanctions will be imposed on anyone who submits as his/her own work any assignment which has been prepared by someone else. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials be sure to consult the instructor.

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