

Illustrator Workshop DePaul University (CDM Loop Campus)

Instructor: Michele Carter

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Office Hours: Monday 10:30am-11:30am

Course Description: This course is an introduction to Adobe Illustrator, an industry-standard vector graphics application that lets you create logos, icons, drawings, typography, and complex illustrations for print and digital media.

Students will be introduced to the syntax, tools and methods of creating vector graphics by using Adobe Illustrator. Topics and techniques covered during lectures will be reinforced through in-class exercises and projects.

This course will give you a basic understanding of most of the features of Adobe Illustrator. Due to its complexity and depth, it would be impossible to fully master this software within eleven weeks.

While the main subject of the course will be Adobe Illustrator, we will focus less on the features and more on how to use them when executing tasks.

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

Learning Outcomes: To obtain a basic working knowledge and understanding of Adobe Illustrator and develop skills in drawing/editing/altering vector images. Demonstrate ability to use tools and palettes; the pen tool, anchor points, strokes, fills, colors, gradients, transform, transparency, brushes, align, pathfinder, and type; To become more effective and confident in the use of the software.

Class Period: Each class will cover specific topics related to how to operate Adobe Illustrator. Classes will begin with a demonstration on an Illustrator task or tool, and on occasion, a micro lecture will be given at the beginning of the quarter and may be given to provide some context for projects. You will then be given an assignment to practice what was covered. You will need to work on these projects in class on your own or with my help and complete the assignment prior to the next class.

Textbooks: There is no required book for this course.

Recommended: Illustrator CC: Visual Quick Start Guide by Elaine Weinman and Peter Laurekas may be purchased from the DePaul Center bookstore.

Materials:

- 4-8 GB Flash drive (Or use Google drive or Dropbox)
- 8x10 Sketch book or graph paper
- Mechanical pencil and assorted microns
- Binder and clear pockets for saving design examples and printed class work

- Wacom Tablet (Optional) bring it if you have one or check out from the Cage. It will be helpful in class!

Additional Resources:

www.lynda.com
www.skillshare.com

Grading: Grades for this course will be based on:

1. Attendance 10%
2. Homework, In-class assignments, & participation 30%
3. Projects 30% (15% per project)
4. Final project 30%

Projects & Assignments will be evaluated based on:

- Effort: Willingness to do the best job within one's abilities and talent, as opposed to just getting it done.
- Adherence: Projects executed according to the parameters outlined. Did you follow all instructions? Did you complete each step on time?
- Craft: Neat and careful technical execution of assignment and presentation, attention to details. Are you using the software as intended?
- Creativity: The originality and artistic merit of the project. Is the idea interesting and does it communicate well visually?

Turning in Assignments: All course-related documents and assignments will be posted to the DePaul D2L site. Unless instructed otherwise, all assigned work must be completed and submitted through the D2L system on the date and time specified under each assignment posting. **DO NOT WAIT** until the last minute to post your work. Plan ahead and consider upload times, computer glitches, etc. You can upload as many files as you'd like to ensure projects are in on time. To make sure a file has successfully uploaded, download the file to your computer and re-open it after posting.

All assignment-related files should be named as:

FirstnameLastname_Projectname.fileformat (e.g., alicsmith_webicon.pdf)

Digital Back-Up: Each student is to maintain a daily backup of their files and readily available for class. Back up often!!

Late Assignments: Assignments and projects turned in late will result in a full letter-grade reduction for every day past the assigned due date (in addition to being graded based upon defined criteria). Projects and assignments are due at the beginning of class.

There will be no extensions or leniency regardless of excuse.

Final Project: Presentation of final work is Monday 11/19 from 11:30am-1:45pm. You have to be there or it is a full letter grade drop!

Attendance: Attendance is mandatory. Attendance will be called at the beginning of each class session. You are allowed a maximum of **two absences** throughout the quarter. If your absences exceed the maximum of two allotted, penalties will be applied to your final grade for the quarter. A third absence will result in a full letter-grade reduction of your final grade for the quarter (e.g. from A to B). Additional absences after the third absence will result in a 10% reduction per instance.

If you are absent, you are fully responsible for doing the best you can to catch up. Questions or concerns may be emailed to the instructor, or may be addressed in person during office hours. Demonstrations will not be repeated.

Tardiness is defined as not being present in the classroom when attendance is called. Tardiness that exceeds 20 minutes will be counted as an absence. Three late arrivals, early departures, or a combination of both are counted as a single absence. Students are responsible for reporting to the teacher at the end of class if they missed roll call but were present for most of the class.

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.

Cell phones, Computers, Tablets, and Headphones: The use of cell phones, tablets and gaming devices is strictly prohibited. The use of laptops and computers is also prohibited during lectures unless otherwise instructed.

Mute or Turn off your phone before entering class. The unauthorized use of a digital media device in class will result in a warning. The following use will result in a full letter-grade reduction of your class grade. If you are expecting a call of importance, please see the professor prior to the phone call.

Headphones may be used only during work time.

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.

Academic Integrity: Work done for this course must adhere to the DePaul University Academic Integrity Policy, which can be reviewed in the Student Handbook or by visiting:
<http://academicintegrity.depaul.edu>

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

25 East Jackson Boulevard Lewis Center, Suite 1420 Chicago, IL 60604-2287 Phone: (312) 362.8002 Fax: (312) 362.6544

Email Policy: The professor will respond to email received from students to the best of her ability, although there is no guarantee that this will be done swiftly and with regularity. There is no guarantee that all email received will be responded to. Email received on Saturdays and Sundays will not be reviewed until the following Monday. The best way to ensure response for feedback is to visit during specified office hours during the week.

Change to Syllabus: Course syllabus and schedule are subject to change as necessary throughout the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L, and sent via email.

Tentative Course Schedule

1	September 10	Course Overview Introduction to Illustrator Interface, including overview of panels, tools, control panel, search box, Screen modes, Saving and naming files, Guides + Grids, Basic Shapes	Micro Lecture Demo In-class exercise
2	September 17	The Drawing Tools: Drawing Simple Lines and Shapes, Paths & Anchor Points, Pen tool, Pencil & Eraser tool, and freehand drawing	Demo In-class exercise HW: Complete in-class exercise. Upload to D2L by next class.
3	September 24	Color & Object Arrangement: Color, Swatches, Fill + Stroke, Pathfinder, Align, Selecting + Arranging Objects; Grouping/Ungrouping, Expanding objects	Demo Start Project 1
4	October 1	Painting and Effects: Brushes, Gradient, Transparency, Blending Modes	Demo In-class exercise Work on Project 1 in class HW: Complete Project 1 by next class. Upload to D2L by next class. Draw and scan character for Project 2
5	October 8	Working with Type: Type tool, Setting Type along a curve, Character & Paragraph Palettes, Text Wrap, Fonts, Creating Outlines, Layers panel	Project 1 Due Demo In-class exercise Start Project 2
6	October 15	Transform menu: Rotating, Moving, Flipping, Reflecting, Scaling, Shearing, Creating Outlines	Demo Working on Project 2 in class HW: Complete Project 2 by next class. Upload to D2L by next class
7	October 22	Reshaping Objects & Creating Patterns: Convert to Shape, Clipping Path, Compound Path	Project 2 Due Demo In-class exercise

8	October 29	Introduce Final Project Preparing for Output: Printing /Web; Artboard options, Bleed, Crop marks; Importing/Exporting; File extensions	Micro Lecture Demo Working in Class
9	November 5	Continue work on Final Project	Continue Working in Class HW: Bring Color Proof of Final Project to class
10	November 12	Continue work on Final Project	Working in Class
11	November 19	Final Presentation 11:30am-1:45 pm	Final Project Presentations