Illustrator Workshop
Adobe Illustrator

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
7 3-D objects and effects

File formating
Important: Submit all files in Illustrator CS6 format.
If you work in Illustrator CC, save file as Illustrator CS6
in the drop down menu under "version" after you have
clicked the save button.
If you do not do so, I can not open the file for evaluation
and the submission will be considered late.

Supplies you need

Book (required)

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
CDRs or CDRW's for archiving files
Portable hard drive

Always bring the appropriate art supplies to class

Local art suppliers

Blick
42 S. State Street
(312) 920-0300

DePaul University   ***Illustrator Workshop***
Loop Campus   ***GD 150 – 402***
College of Computing *Fall quarter 2014*
and Digital Media   *Wed 01:30 pm – 03:00 pm*
                        Daniel Morgenthaler, instructor

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 you 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 sub-jective; you will have to trust the instructor's experience, intuition and sense of fairness.
See grading sheet at end of document.

1 Effort

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 dur-ing 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 1/3 grade, i.e. 2 absences from A to B+
Exercise handed in and posted on time = A
Not handed in and posted on time = F
Incomplete, late or not adhering to instruction = C

Example:
Project grade: B = 087 x .30 = 17.4
Test grade: A = 100 x .30 = 40.0
Exercise 1   A = 100 x .15 = 15.0
Exercise 2   A = 100 x .15 = 15.0
3 absences   B = 087 x .10 = 08.7
               Total   96.1 = A

See grading sheet on pg 7 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

Calendar

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		Readings or homework
01	Sep 10	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	Sep 17	1	Bring leaves and sketches to class Demo Start drawing with AI	HW AI	Continue drawing 10 Fill and stroke 24 Gradients
03	Sep 24	1 2	Continue work	HW AI	Finish and print out Prepare technical object drawing
04	**Oct 01**	**1** **2**	**Hand in printouts and upload file** **Bring object drawing to work on** Intro Exercise 2 demo 1, 2 and 3 Type 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	Oct 08	2	Continue drawing	HW AI	Continue drawing
06	Oct 15	7	Continue drawing	HW AI	Finish and print out
07	**Oct 22**	**2** 3	**Hand in printouts and upload file** Intro Final project demo Start sketching Lecture on color printing	HW AI	Continue sketching, write all label text 16 Graphic styles 27 Transparency 28 Symbols
08	**Oct 29**	**3**	**Bring all sketches and content** Start drawing in AI	HW AI	Continue work
09	Nov 05	3	Continue work	HW AI	Continue work, bring b+w proof to class for individual review
10	**Nov 12**	**3**	**Take final test**	HW AI	Finish and print out
11	**Nov 19**	**3**	**Hand in printouts and upload file** **for final project** **02:45am – 03:45pm**		

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.
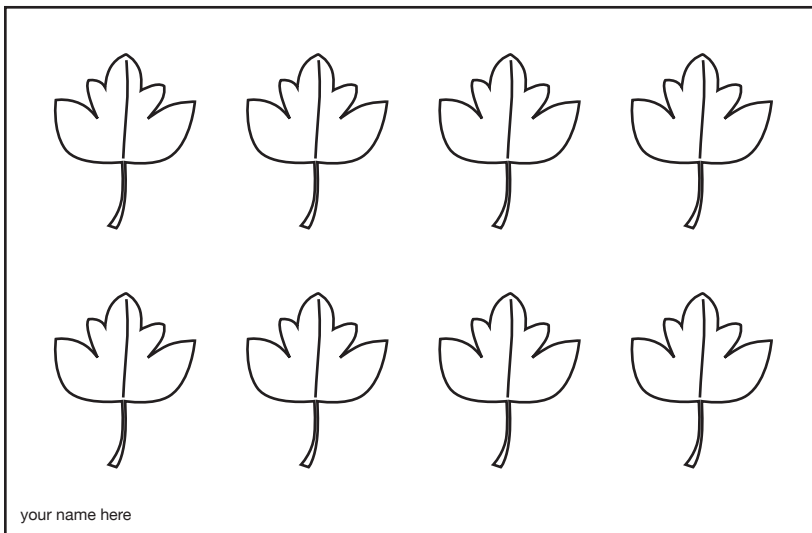
Strokes and fills
Set up a new document with 1art board, tabloid (11 x 17), horizontal format, CYMK color mode. In the swatches pallette, delete all swatches after "CMYK Magenta" and create your own CMYK or Pantone swatches for applying to the leaves.
Cut and paste the master drawing of the leaf with 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 (outline stroke first)

3 Apply multiple colors using gaussian blur effect

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 clipping mask feature 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.

your name here

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 pallette, 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
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, ½" from right and bottom edge.
• Hand in all sketches and drawings related to the project.
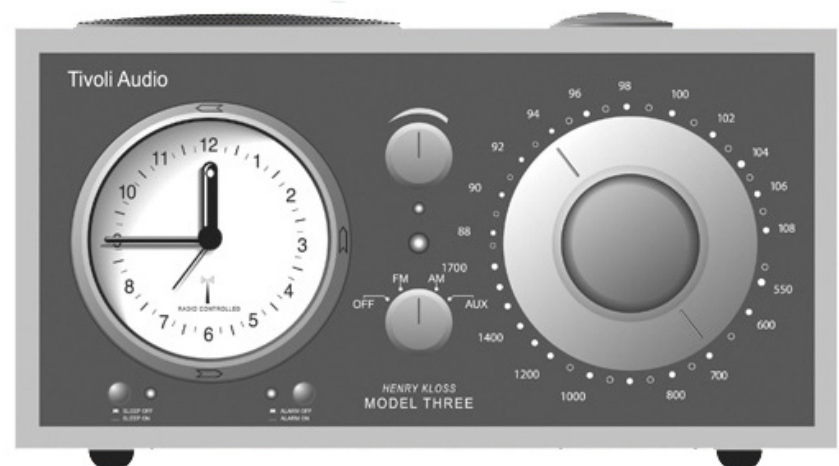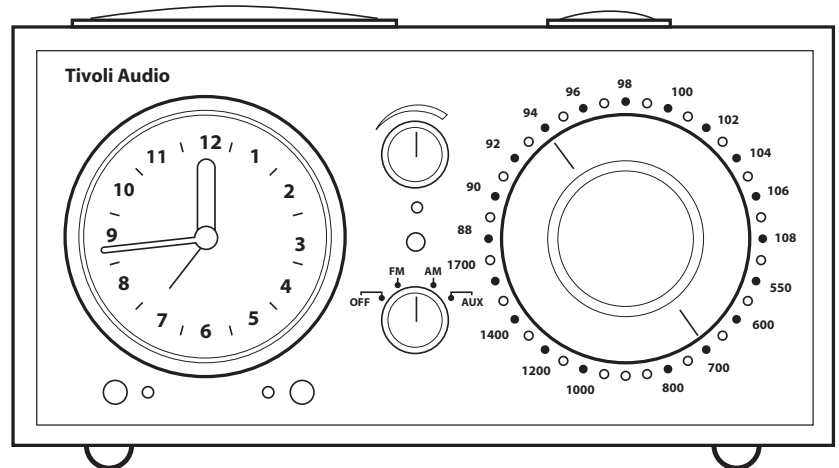
Right: An example of a line drawing done in Adobe Illustrator.
Note the use of line weight for clarity and visual interest.
An example of a shaded object rendering done in Adobe Illustrator by Mark Selewacz.

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)

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
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 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)
09 forest **(use symbols tool, and you must make your own tree drawing(s)**
10 campground
11 nature preserve or park
12 beach
13 compass rose with N NE E SE S SW W NW labels (your own rendering please)
14 symbols key and distance scale
15 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–.

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, CYMK color mode. In the swatches pallette, 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.
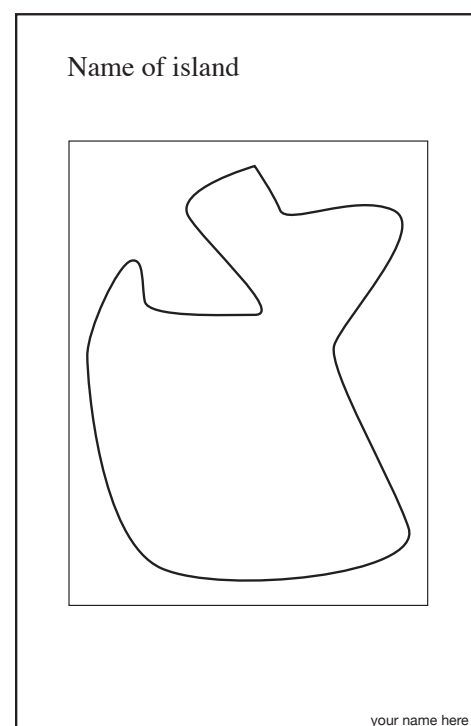Make sure all related features are drawn on their own layer and have a graphic style assigned to them for easy editing.

Drawing 2

Copy and paste the first drawing onto the second art board and center it. Use color to make the map more readable and attractive. 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.

Name of island

your name here

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

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Grading sheet

Final project _____

Student _____

Comments:

1 Effort

4.0   3.0   2.0   1.0   0

Willingness to do the best job within one's abilities and
talent, as opposed to just getting it done:
Did you work hard?

_____

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

2 Adherence

4.0   3.0   2.0   1.0   0

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

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