

FLORIDA STATE COLLEGE AT JACKSONVILLE

COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER: GRA 1156

COURSE TITLE: Computer Application: Vector Graphics

PREREQUISITE(S): GRA 1100

COREQUISITE(S): None

CREDIT HOURS: 3

CONTACT HOURS/WEEK: 4

CONTACT HOUR BREAKDOWN:

Lecture/Discussion: 3

Laboratory: 1

Other _____:

FACULTY WORKLOAD POINTS: 3.7

STANDARDIZED CLASS SIZE ALLOCATION: 24

CATALOG COURSE DESCRIPTION:

This course will introduce the student to the vector imaging software found on the Macintosh computer. Emphasis will focus on the development of the basic skills needed to create digital graphic design. Through the use of this software the student will prepare design solutions for various media applications such as print, web, and multimedia.

SUGGESTED TEXT(S):

Illustrator CS2 for Windows and Macintosh: Visual Quickstart Guide, Elaine Weinmann, Peter Lourekas, Peach Pit Press, ISBN: 978-0321336569

Adobe Illustrator CS2 Classroom in a Book, Adobe Creative Team (Editor), ISBN: 978-0321321831

IMPLEMENTATION DATE: Fall Term, 1995 (961)

REVIEW OR MODIFICATION DATE: Fall Term, 2002 (20031)
Fall Term, 2007 (20081)
Fall Term, 2008 (20091) - Outline Review 2007

COURSE TOPICS	<u>CONTACT HOURS PER TOPIC</u>
I. Introduction to Adobe Illustrator	3
A. Creating Basic Shapes	
B. Combining Shapes. Creating Blends	
C. Editing Your Drawing	
D. Drawing Straight Lines	
E. Painting	
F. Scaling and Rotating Objects	
G. Using Layers	
H. Applying Bitmap Image Filters	
I. Adding Type	
II. Getting to Know the Work Area	3
A. Viewing Artwork	
B. Using the Illustrator Tools	
C. Changing the View of Artwork	
D. Working with Palettes	
E. Using Context Menus	
F. Calibrating Your Monitor	
G. Using Online Help	
H. Using Adobe Online Services	
III. Creating Basic Shapes	3
A. Setting up the Document	
B. Using Basic Shape Tools	
C. Drawing the Pencil Shape	
D. Drawing the Piece of Stationery	
E. Decorating the Stationery Border	
F. Tips for Drawing Polygons, Spirals, and Stars	
G. Painting the Logo	
H. Copying and Scaling Shapes	
I. Painting	
J. Filling with Color	
K. Stroking with Color	
L. Building a Custom Palette	
M. Copying Paint Attributes	
N. Copying Appearance Attributes	
O. Saturating Colors	
P. Painting with Patterns and Gradients	
Q. Painting with a Pattern Brush	

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
IV. Drawing with the Pen Tool	3
A. Getting Started	
B. Drawing Straight Lines	
C. Drawing Curves	
D. Editing Curves	
V. Working with Brushes	3
A. Applying Brushes to Paths	
B. Using Art Brushes	
C. Using Scatter Brushes	
D. Changing the Color Attributes of Brushes	
E. Using a Fill Color with Brushes	
F. Using Calligraphic Brushes	
G. Using Pattern Brushes	
H. Creating Brushes	
VI. Transforming Objects	3
A. Scaling Objects	
B. Rotating Objects	
C. Distorting Objects	
D. Shearing Objects	
E. Positioning Objects Precisely	
F. Reflecting Objects	
G. Changing the Perspective	
H. Using the Free Transform Tool	
I. Making Multiple Transformations	
VII. Working with Type	3
A. Adding Type to a Document	
B. Sampling Type	
C. Changing the Character Size	
D. Creating Columns of Type	
E. Changing Character Attributes of Paced Text	
F. Changing Paragraph Attributes	
G. Adjusting the Text Flow	
H. Wrapping Type Around a Graphic	
I. Typing Along a Path	
J. Creating Type Outlines	
K. Creating Type Masks	
L. Saving Your File for Electronic Distribution	

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
VIII. Blending Shapes and Colors	3
A. Creating a Gradient Fill	
B. Adjusting the Direction of the Gradient Blend	
C. Adding Colors to a Gradient	
D. Creating Smooth-Color Blends	
E. Blending Intermediate Steps	
F. Modifying the Blend	
G. Combined Blends with Gradients	
IX. Using Appearance Attributes, Styles, and Effects	3
A. Using Appearance Attributes	
B. Using Live Effects	
C. Editing an Effect	
D. Using Styles	
E. Copying, Applying, and Removing Styles and Appearances	
F. Printing and Saving Files with Transparency Effects	
X. Working with Layers	3
A. Creating Layers	
B. Moving Objects and Layers	
C. Locking Layers	
D. Viewing Layers	
E. Pasting Layers	
F. Creating Clipping Masks	
G. Merging Layers	
H. Applying Appearance Attributes to Layers	
XI. Creating Airbrush Effects	3
A. Setting Smart Guides Preferences	
B. Painting with the Gradient Mesh Tool	
C. Specifying the Number of Mesh Lines	
D. Applying Colors to the Mesh	
E. Highlighting a Mesh Object	
F. Editing Mesh Points	
G. Reflecting Mesh Objects	
H. Modifying Mesh Lines	
I. Applying Transparency to a Mesh	

COURSE TOPICS (CONTINUED)	<u>CONTACT HOURS PER TOPIC</u>
XII. Printing Artwork and Producing Color Separations	3
A. Printing: An Overview	
B. About Printing Devices	
C. About Color	
D. Color Management	
E. Printing Black-and-White Proofs	
F. Soft-Proofing Colors	
G. Using the Document Info Command	
H. Creating Color Separations	
I. Working with Two-Color Illustrations	
J. Creating a Trap. Overprinting Objects	
XIII. Combining Illustrator Graphics and PhotoShop Images	3
A. Combining Artwork	
B. Vector Versus Bitmap Graphics	
C. Placing an Adobe PhotoShop File	
D. Duplicating a Placed Image	
E. Adjusting Color in a Placed Image	
F. Masking an Image	
G. Sampling Colors in Placed Images	
H. Replacing a Placed Image	
I. Exporting a Layered File to PhotoShop	
XIV. Preparing Graphics for Web Publication	3
A. Optimizing Images for the Web	
B. Exporting Flat-Color Artwork	
C. Exporting Continuous-Tone and Gradient Artwork	
D. Linking Objects in an Image Map to URLs	
E. Creating a Flash Animation	
XV. Software Application - Projects	18
A. Formal Elements	
1. Image Development	
2. Color Options	
3. Typography	
4. Format	
B. Applied Problem Solving - Collect, Select, Arrange	
1. Conceptualization	
2. Design	
3. Implementation	

PROGRAM TITLE: Graphic Design Technology
COURSE TITLE: Computer Illustration and Design
CIP NUMBER: 1650.040200

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

01.0 DEMONSTRATE EFFECTIVE COMMUNICATION SKILLS -- The student will be able to:

- 01.01 Demonstrate presentation skills.
- 01.04 Read and interpret written and oral instructions.

03.0 DEMONSTRATE SAFE AND EFFICIENT WORK PRACTICES -- The student will be able to:

- 03.01 Follow industry rules, safety regulations and policies.
- 03.02 Demonstrate proper use of toxic materials.

04.0 PERFORM ILLUSTRATION -- The student will be able to:

- 04.01 Create line art.
- 04.02 Demonstrate hard and soft line illustrations.
- 04.03 Demonstrate transparent and opaque techniques.
- 04.04 Create cartoons, caricatures, and animations.
- 04.05 Create fashion illustration.
- 04.06 Develop illustration skills and techniques.
- 04.07 Apply screen tints and color films for illustrations.

05.0 DEMONSTRATE STYLE/TECHNIQUES -- The student will be able to:

- 05.01 Select appropriate style or technique to problem solving.
- 05.02 Display creative talent and ingenuity.

08.0 APPLY DESIGN THEORIES -- The student will be able to:

- 08.01 Create a design in black and white or color.
- 08.02 Create various mockups and dummies.
- 08.03 Produce quality comprehensive layouts in a variety of formats.

09.0 DEMONSTRATE DRAWING TECHNIQUES -- The student will be able to:

- 09.01 Draw three dimensional shapes.
- 09.02 Draw still life.
- 09.03 Draw figures.
- 09.04 Demonstrate use of perspective.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

10.0 LETTER EFFECTIVELY -- The student will be able to:

- 10.01 Choose appropriate letterstyles.
- 10.02 Utilize pen, brush, marker, and pencil lettering.
- 10.03 Demonstrate correct spacing of letters.
- 10.04 Demonstrate creative calligraphic lettering.

12.0 CREATE ADVERTISING LAYOUTS -- The student will be able to:

- 12.01 Produce comprehensive layouts for advertising in newspaper, advertising, magazines, billboards, and a advertising campaign.
- 12.02 Identify advertising needs and develop appropriate solutions.

13.0 PERFORM PASTE-UPS -- The student will be able to:

- 13.01 Demonstrate paste-up techniques.
- 13.02 Perform cropping of photograph and sizing of illustration.
- 13.03 Prepare mechanicals "one-color, two-color, three-color, four-color" separations.
- 13.05 Demonstrate techniques for knockouts and dropouts.
- 13.06 Demonstrate proper registration of color and overlays.

14.0 PRINTING PROCESS -- The student will be able to:

- 14.01 Analyze and identify method of proofing.
- 14.02 Determine methods of printing.
- 14.03 Select stocks and inks.
- 14.04 Explain color separation process.
- 14.05 Identify and specify half-tone and line negatives.
- 14.06 Interpret stripping procedures.
- 14.07 Identify specialty printing methods.

15.0 INTERPRET PRINTING PROCESS -- The student will be able to:

- 15.01 Identify special printing methods.
- 15.02 Explain basic print process.

17.0 DEMONSTRATE PROPER USE OF INDUSTRY TOOLS AND EQUIPMENT - The student will be able to:

- 17.02 Utilize and read various scales.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

19.0 DEMONSTRATE KNOWLEDGE OF CURRENT INDUSTRY STANDARDS, PRACTICES TECHNIQUES -- The student will be able to:

- 19.01 Explain copyright procedures.
- 19.02 Utilize industry terminology.
- 19.03 Identify industry practices and procedures.
- 19.04 Explain importance of meeting deadlines.
- 19.05 Acquire up-to-date in-field technology.
- 19.06 Learn how to cope with stress.
- 19.07 Adjust to work conditions.
- 19.09 Identify clip-art images.

20.0 DEMONSTRATE CREATIVE USE OF TYPOGRAPHY -- The student will be able to:

- 20.02 Develop knowledge of type styles.
- 20.03 Demonstrate knowledge of typographical specifications.
- 20.04 Develop knowledge of type construction design.
- 20.05 Allow proper letters and line spaces for typesetting.
- 20.06 Develop working knowledge of typespacing.

21.0 CREATE OUTDOOR ADVERTISING DESIGN -- The student will be able to:

- 21.01 Develop billboard and poster design.
- 21.02 Prepare scale art.
- 21.03 Apply specific design principles to outdoor situations.

22.0 INTERPRET PHOTOGRAPHIC PROCEDURES -- The student will be able to:

- 22.01 Coordinate photographic procedures with photographer.
- 22.02 Perform cropping and scaling.
- 22.03 Prepare art cards for multi-media.
- 22.04 Apply specification terminology.
- 22.05 Analyze marketing potential.
- 22.06 Recognize proper use of specialty services (supplies, specialties).
- 22.07 Create an artistic photographic image.
- 22.08 Utilize the photographic procedures.
- 22.09 Produce a half-tone screen image.

23.0 APPLY MARKETING/ADVERTISING THEORIES -- The student will be able to:

- 23.01 Apply marketing/advertising theories.
- 23.02 Identify customer needs.
- 23.03 Identify target market.

LIST PERFORMANCE STANDARD ADDRESSED: (CONTINUED)

NUMBER(S): TITLES(S):

- 23.06 Recognize proper use of specialty services (supplies, specialties).
- 23.08 Identify advertising procedures.

24.0 APPLY COLOR THEORIES -- The student will be able to:

- 24.01 Use color for impact.
- 24.02 Apply color symbolically (psychology).
- 24.03 Develop knowledge of color theory.
- 24.04 Apply color theory and appropriate principles for use in design.

25.0 DESIGN INDUSTRY LEVEL PORTFOLIOS -- The student will be able to:

- 25.01 Demonstrate mounting and matting procedures.
- 25.02 Demonstrate industry presentation procedures and techniques.
- 25.03 Prepare industry level portfolios.

26.0 DESIGN TELEVISION GRAPHICS -- The student will be able to:

- 26.01 Produce T.V. story boards.
- 26.02 Create T.V. art cards.

27.0 CREATE COMPUTER-AIDED LAYOUTS -- The student will be able to:

- 27.02 Create color graphics
- 27.03 Create computer illustrations.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

Section 1	
COURSE PREFIX AND NUMBER: <u>GRA 1156</u>	SEMESTER CREDIT HOURS: <u>3</u>
COURSE TITLE: <u>Computer Application: Vector Graphics</u>	

Section 2

TYPE OF COURSE: (Click on the box to check all that apply)

<input type="checkbox"/> AA Elective	<input checked="" type="checkbox"/> AS Required Professional Course	<input type="checkbox"/> College Prep
<input type="checkbox"/> AS Professional Elective	<input type="checkbox"/> AAS Required Professional Course	<input checked="" type="checkbox"/> Technical Certificate
<input type="checkbox"/> Other _____		
<input type="checkbox"/> General Education: (For General Education courses, you must also complete Section 3 and Section 7)		

Section 3 (If applicable)

INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:

<input type="checkbox"/> Communication	<input type="checkbox"/> Social & Behavioral Sciences	<input type="checkbox"/> Mathematics
<input type="checkbox"/> Natural Sciences	<input type="checkbox"/> Humanities	

Section 4

INTELLECTUAL COMPETENCIES:

<input checked="" type="checkbox"/> Reading	<input checked="" type="checkbox"/> Speaking	<input checked="" type="checkbox"/> Critical Analysis	<input type="checkbox"/> Quantitative Skills	<input type="checkbox"/> Scientific Method of Inquiry
<input checked="" type="checkbox"/> Writing	<input checked="" type="checkbox"/> Listening	<input type="checkbox"/> Information Literacy	<input type="checkbox"/> Ethical Judgment	<input type="checkbox"/> Working Collaboratively

	LEARNING OUTCOMES	METHOD OF ASSESSMENT
•	Development of vector software skills and knowledge	Software tutorials and demonstrations
•	Design and develop applied projects	Class projects
•	Demonstrate type usage	Class projects
•	Demonstrate problem-solving process	Class projects
•	Demonstrate conceptual ideation	Class projects
•	Demonstrate basic 2D design principles	Class projects
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Section 6

Name of Person Completing This Form: Michael Nuetzel