

# DDP 102: DIGITAL ILLUSTRATION

---

Date Submitted: Wed, 04 Sep 2019 01:25:08 GMT

**Formerly known as:**

DDP 001B (or if cross-listed - inactivated courses associated with this course)

**Originator**

mabril

**Justification / Rationale**

Updating the course title and description will give potential students and counselors a better understanding about the course. This update will also better align with other similar California community college and university offerings as well as reflect the advances and changes within the industry. Updating objectives and outcomes will meet Title 5 requirements. Adding additional modalities will expand offerings and reach potential students.

**Effective Term**

Fall 2020

**Credit Status**

Credit - Degree Applicable

**Subject**

DDP - Digital Design & Production

**Course Number**

102

**Full Course Title**

Digital Illustration

**Short Title**

DIGITAL ILLUSTRATION

**Discipline****Disciplines List**

Graphic Arts (Desktop publishing)

**Modality**

Face-to-Face

100% Online

Hybrid

**Catalog Description**

This course provides an introduction to the process of creating vector graphics images using Adobe Illustrator, the industry standard vector graphics editor for graphics professionals. Adobe Illustrator is used for creating graphic design, typography, logos, and sharp-edged artistic illustration on the computer.

**Schedule Description**

This course is an introduction to vector-based software for graphic design (Adobe Illustrator). Students will create vector-based artwork, manipulate type and learn how to create dynamic content and illustrations for print and online delivery using an industry standard application (Adobe Illustrator). This course also explores fundamental design concepts and finding creative solutions using multiplicity of tools. A good working knowledge of either Windows or Apple operating systems and software is recommended.

**Lecture Units**

2

**Lecture Semester Hours**

36

**Lab Units**

1

**Lab Semester Hours**

54

**In-class Hours**

90

**Out-of-class Hours**

72

**Total Course Units**

3

**Total Semester Hours**

162

**Required Text and Other Instructional Materials****Resource Type**

Book

**Author**

Wilson, Dena; Schwartz, Rob; Lourekas, Peter

**Title**

Learn Adobe Illustrator CC for Graphic Design and Illustration

**Edition**

2nd

**City**

CA

**Publisher**

Adobe Press

**Year**

2018

**College Level**

Yes

**Flesch-Kincaid Level**

11

**ISBN #**

9780134395425

---

**Resource Type**

Book

**Open Educational Resource**

No

**Author**

Brian Wood

**Title**

Adobe Illustrator CC Classroom in a Book

**Edition**

1st

**Publisher**

Adobe Press

**Year**

2019

**College Level**

Yes

**ISBN #**

0-13-526216-X

---

**Resource Type**

Web/Other

**Open Educational Resource**

Yes

---

**Class Size Maximum**

25

**Course Content**

1. Project setup and software interface.
2. Terminology related to digital images.
3. Organization of documents.
4. Create and modify visual elements.
5. Typographic adjustments to create contrast, hierarchy, and enhanced readability.
6. Saving and Exporting Files.
7. Print/publish digital media.
8. Working in the design industry.
9. Identify the purpose, audience, and audience needs for preparing images.
10. Determine the type of copyright, permissions, and licensing required to use specific content.

**Lab Content**

1. Create a new document with the appropriate settings for web, print, and video.
2. Set appropriate document settings for printed and onscreen images.
3. Navigate, organize, and customize the application workspace.
4. Identify and manipulate elements of the software interface.
5. Configure application preferences.
6. Use non-printing design tools in the interface to aid in project workflow.
7. Navigate a document
8. Use rulers.
9. Use guides and grids.
10. Use views and modes to work efficiently with vector graphics.
11. Import assets into a project.
12. Open or import images.
13. Typographic adjustments to create contrast, hierarchy, and enhanced readability.
14. Place assets in a document.
15. Manage colors, swatches, and gradients.
16. Set the active fill and stroke color.
17. Create and/or customize a gradient.
18. Create, manage, and edit swatches and swatch libraries.
19. Use the Color Guide panel to select coordinated colors.

**Course Objectives**

Objectives	
Objective 1	Evaluate project setup and determine appropriate workspace interface solution.
Objective 2	Open, create, save and open files and choose appropriate document settings.
Objective 3	Create, analyze and modify visual elements to provide appropriate solutions.
Objective 4	Create and apply custom patterns and brush strokes.
Objective 5	Analyze the difference between raster and vector artwork.
Objective 6	Use a digitizing tablet to draw a basic line portrait.
Objective 7	Create layered graphics that can be exported for animation
Objective 8	Design graphic documents using basic vector shapes and text.
Objective 9	Utilize stroke and fill enhancements, including the use of color and gradients.
Objective 10	Analyze artwork as to whether it is raster or vector.
Objective 11	Produce various effects and apply to vector objects.
Objective 12	Create graphic styles and symbols for repetitive formatting.

**Student Learning Outcomes**

Upon satisfactory completion of this course, students will be able to:	
Outcome 1	Transform digital illustrations and objects using appropriate tools to produce design projects.
Outcome 2	Evaluate and apply advanced typographic formatting techniques.
Outcome 3	Analyze file-type formats to save and export documents.

**Methods of Instruction**

Method	Please provide a description or examples of how each instructional method will be used in this course.
Demonstration, Repetition/Practice	Students will learn technical software and hardware applications and apply them in a series of assignment/design challenges.
Technology-based instruction	All course work uses current technology in the field, the students will learn the software and create physical and digital projects with the technology. Instructors will use the technology in demonstrations as it pertains to the assignments.
Participation	Students will participate in critiques, in class exercises and general feedback on visual examples.
Lecture	Lectures will be provided on historical and contemporary approaches to digital art and media, as well as demonstrations on how to use software as it relates to the assignments.
Laboratory	Students will use the MAC computer lab for the course assignments, or their personal computer with the appropriate software and hardware.
Discussion	Students will verbally pitch their art and design concepts to the group as well as in progress discussions.
Skilled Practice at a Workstation	A large portion of the lab will be dedicated to time for students to create digital artwork on an individual workstation. Each student will need to be have access to a computer to participate in this course.

**Methods of Evaluation**

Method	Please provide a description or examples of how each evaluation method will be used in this course.	Type of Assignment
Critiques	Students will participate in group critiques, addressing the requirements of the assignment as well as the creative exploration and graded with a rubric.	In Class Only
Tests/Quizzes/Examinations	Students will be quizzed on key art and media terminology including the principles and elements of design.	In Class Only

Product/project development evaluation	Students will create assignments with given criteria and will work to solve the design/art challenge as well as apply key fundamental compositions.	In and Out of Class
Presentations/student demonstration observations	Students will explain how they analyzed, chose and synthesized a variety of possible elements to create an original artwork.	In Class Only

## Assignments

### Other In-class Assignments

1. Reading of approximately 2-10 pages per week from online materials and watching corresponding videos/lectures.
2. Projects solving design problems.
3. Creation of printed documents and PDF files.
4. Quizzes, midterm and final exam.
5. Peer evaluations and class critique.
6. Final portfolio presentation.

### Other Out-of-class Assignments

1. Complete lessons.
2. Read chapters from textbook.
3. Research information for projects.
4. Design and develop projects.
5. Upload lessons, assignments and projects for evaluation.

### Grade Methods

Letter Grade Only

## Distance Education Checklist

Include the percentage of online and on-campus instruction you anticipate.

**Online %**

50

**On-campus %**

50

## Lab Courses

**How will the lab component of your course be differentiated from the lecture component of the course?**

Yes.

**From the COR list, what activities are specified as lab, and how will those be monitored by the instructor?**

Chapter lessons from book will be turned in via canvas for instructor evaluation.

Create a new document with the appropriate settings for web, print, and video.

Set appropriate document settings for printed and onscreen images.

Navigate, organize, and customize the application workspace.

Identify and manipulate elements of the software interface.

Configure application preferences.

Use non-printing design tools in the interface to aid in project workflow.

Navigate a document

Use rulers.

Use guides and grids.

Use views and modes to work efficiently with vector graphics.

Import assets into a project.

Open or import images.

Place assets in an Illustrator document.

Manage colors, swatches, and gradients.

Set the active fill and stroke color.

Create and/or customize a gradient.

Create, manage, and edit swatches and swatch libraries.

Use the Color Guide panel to select coordinated colors.

Project development and production through instructor evaluation and critiques.

**How will you assess the online delivery of lab activities?**

Student will upload lesson/project file via canvas and instructor will evaluate using rubric.

**Instructional Materials and Resources****Effective Student/Faculty Contact**

**Which of the following methods of regular, timely, and effective student/faculty contact will be used in this course?**

**Within Course Management System:**

Timely feedback and return of student work as specified in the syllabus  
Discussion forums with substantive instructor participation  
Regular virtual office hours  
Online quizzes and examinations  
Video or audio feedback  
Weekly announcements

**External to Course Management System:**

Direct e-mail  
E-portfolios/blogs/wikis  
Posted audio/video (including YouTube, 3cm mediasolutions, etc.)  
Synchronous audio/video  
Teleconferencing  
Telephone contact/voicemail

**For hybrid courses:**

Scheduled Face-to-Face group or individual meetings  
Supplemental seminar or study sessions

**Briefly discuss how the selected strategies above will be used to maintain Regular Effective Contact in the course.**

Active participation and multiple modes of information delivery; announcements, asynchronous text, video messages, discussions boards, and Canvas email.

**Other Information****MIS Course Data****CIP Code**

11.0803 - Computer Graphics.

**TOP Code**

061460 - Computer Graphics and Digital Imagery

**SAM Code**

C - Clearly Occupational

**Basic Skills Status**

Not Basic Skills

**Prior College Level**

Not applicable

**Cooperative Work Experience**

Not a Coop Course

**Course Classification Status**

Credit Course

**Approved Special Class**

Not special class

**Noncredit Category**

Not Applicable, Credit Course

**Funding Agency Category**

Not Applicable

**Program Status**

Program Applicable

**Transfer Status**

Transferable to CSU only

**Allow Audit**

No

**Repeatability**

No

**Materials Fee**

No

**Additional Fees?**

No

**Approvals****Curriculum Committee Approval Date**

11/05/2019

**Academic Senate Approval Date**

11/14/2019

**Board of Trustees Approval Date**

12/19/2019

**Chancellor's Office Approval Date**

1/07/2020

**Course Control Number**

CCC000507536

**Programs referencing this course**

Digital Design Production AS Degree (<http://catalog.collegeofthedesert.eduundefined?key=126/>)

Digital Design Production Certificate of Achievement (<http://catalog.collegeofthedesert.eduundefined?key=127/>)

Graphic Design and Marketing AA Degree (<http://catalog.collegeofthedesert.eduundefined?key=213/>)