



Phone: 713-688-1361

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**COURSE SYLLABUS ~ DIGITAL ARTS AND ANIMATION
ARTC 1353 ~ COMPUTER ILLUSTRATION
FALL 2021**

**In conjunction with Houston Community College – Dual Credit
Career and Technical Education Department (CTE)
S. P. Waltrip High School
1900 West 34th Street ~ Houston, Texas 77018**

Instructor:	Ms. Grimm
Contact information:	jgrimm@houstonisd.org ~ Office Phone 713-688-1361
Room	1115
Office Hours:	Daily 2:40 – 4:10
Prerequisite:	ARTC 1302 Digital Imaging 1.
Dual Credit Hours	6 transferable hours from HCC
Certification:	Adobe

Course Description

You will learn about the industry-standard vector graphics software lets you create logos, icons, drawings, typography, and illustrations for print, web, video, and mobile. Adobe Illustrator is all around you. Millions of designers and artists use Illustrator to create everything from web icons and product packaging to book illustrations and billboards. Get all the drawing tools you need to turn simple shapes and colors into sophisticated logos, icons, and graphics. Illustrator artwork is vector-based software, so it can scale down for mobile screens and up to billboard size — and always look crisp and beautiful. Incorporate a company name into a logo, create a flyer, or mock up a website design with the best type tools out there. Add effects, manage styles, and edit individual characters to create typographic designs that perfectly express your messages. Create freehand drawings, or trace and recolor imported photos to turn them into works of art. Use your illustrations anywhere, including printed pieces, presentations, websites, blogs, and social media.

Textbook

Adobe® Illustrator® CC (2021Release) Classroom in a Book®

Materials

Pen, Pencil, Paper, External USB/FW Hard drives

Attendance and Participation

Attendance and participation are required; new material is being presented daily as well as collaborative activity projects. It is your responsibility to see me, check the board/HUB or check with a partner if you are absent from class.

Tutorials

Tutorials are offered Tuesday and Wednesday morning.

Grading System Based on Houston Community College

In Class Projects/Assignments	35% of your final grade
Textbook Lessons	25% of your final grade
Class Attendance/Participation	7.5% of your final grade
Midterm/Final Project	15% of your final grade
Final Exam/GMetrix Tests	17.5% of your final

Late Work:

Assignments that are not turned in on-time are considered late work. A late assignment will not receive full credit; 20 points will be deducted initially and 10 each week.

Instruction Methods, Students Assignments and Assessments

Face to Face and Web-enhanced - Problem Based Learning

A variety of instructional methods are used throughout the semester to enhance PBL. The course will be taught using a Problem Based Learning (PBL) format. Students in groups work through real-world problems with the goal of learning how to apply software development techniques, find and evaluate information about programming technologies, and communicate ideas and information about software development to others. Examples may include class discussions, lectures, readings, group projects, internet searches, and presentations. Discussion is the primary way in which students come to understand a concept. Discussion is both large group and small group and re usually student led, but are sometimes conducted online through HUB Discussion threads. Cooperative learning groups are also used extensively in this class. Projects/Assignments will be done individually as well. Assignments, projects and web-enhanced activities have been developed to guide your learning and concept development as an intro level programmer. As an instructor, I want my students to be successful. I feel that it is my responsibility to provide you with knowledge and opportunities for critical thinking and applications as appropriate.

Student Expectations

As a student wanting to succeed at your academic and career endeavors, it is your responsibility to do the assigned readings, submit assignments on time, and participate in discussion forums and other activities. Please be respectful of yourself and peers, come to class prepared and on time. Clean up after yourself and remain seated until the bell sounds.

Students are required to take multiple GMetrix practice training and take practice tests during the semester to prepare for Adobe Certiport Professional exam. One GMetrix practice test selected by the instructor is the Mid-Term exam and Adobe Certiport Professional exam is the final exam for this course. Additional details regarding Adobe Certiport Professional exam will announced in the class and/or posted on Eagle Online Canvas. Assignments, projects, and web-enhanced activities have been

developed to guide your learning and concept development as a designer. To better understand a topic/concept, you will be given assignments on key information that you will need to remember for your success in your career in graphics design. As you learn new concepts and application, you will apply the knowledge to your Final Project. Working on assignments/project is an integral part for the course. All assignments/projects are due on the day noted unless otherwise announced in class. Assignments may be completed in class or lab. Those having their own computer and pertinent software may work on assignments at home as well. However, class participation is still required, and students are advised to attend class regularly. The assignments must be completed on software programs used in class. Do not make substitutions. Note: Original working files are **REQUIRED** for **ALL** projects along with the submission of files as instructed.

SCHEDULE OF CLASSES:

Following is a tentative outline of discussion topics and class assignments for the year. This schedule is subject to change. The instructor reserves the right to change the assignments, projects and dates as deemed necessary. You will be informed of any changes. Updated information will be posted online on the HUB and Canvas.

Fall Semester

First - Six Weeks

- Photoshop
 - Text and Shape Layers • PSD's Vector paths • Making text in PSD • Creating and editing a text layer • Font style, size, and color • Combining layer effects and type • Drawing a custom shape layer • Selecting and formatting a paragraph • Creating text along a path • Drawing with shape outlines • Combining vector-based shapes • Preparing text for commercial output
- Illustrator
 - Introduction to Adobe Illustrator CS6, Working With Documents, Drawing and Transforming Objects, Making and Saving Selections, Working with Shapes and Objects, Working with Color, Basic Shapes. You will be given a handout and instruction sheet for creating a series of basic shapes using various illustrator tools. Due at the end of class, upload to Eagle Online. • WEB ENHANCED ACTIVITIES: Textbook Lesson due on Eagle Online Definitions: Preferences, Scaling, Gradients, Clipboard, Color Box, Bounding Box, Page Tiling, Guides and Grid, Transforming Tool, Menus, Panels, Fills, Stokes, Selection Tools, Zero Point, Units of Measure, Rotate commands.

Second - Six Weeks

- Illustrator
 - Gradients, Pattern Fills, and Blends, Points and Paths, Working With Paths, Working With Layers, Working with Type, Drawing and Painting, Illustrator Effects, Symbols, Outputting Your Work, Introduction to basic Adobe Illustrator Draw Tools, Illustrator Effects, Warp Tool, Text and Graphic Styles Color and Color schemes. (T-Shirt Design) You will be given a set of instructions to apply various illustrator tools to an existing logo design. Construction and manipulation of basic shapes, Fills and Strokes, Scaling and Rotating shapes, Duplicating, Cut, Copy, Paste, Text Tool, Graphic Styles, creating a simple gradient, Align panels etc. Experiment with different colors, gradients, fill and effects. Due at start of next class. Definitions: Preferences, Scaling, Gradients, Clipboard, Color Box, Bound Box, Page Tiling, Guides and Grid, and Transform Tools.

Third - Six Weeks

- Illustrator
 - "Pen, Curvature, and Pencil Tools for Drawing and using a template" • First you will use a template and learn the basic of the Pen Tool. Then you will be given a selection of drawings to choose from as a template. You will learn how to reproduce a drawing using the functions of the Pen Tool. This tool an extremely important as it appears in many different print and web graphic software applications. You will also begin to use basic color fills, gradients, and strokes to recreate the template image. You will reproduce a simple and complex template of your choice. The second illustration may come from one of your own sketches, but must be approved by the instructor, Mandalas and Patterns using Pathfinder, Pattern, Blend, and Transform Tools. "Designing a Logo". Lab time to

work on Logo project. Using text and various vector graphic drawing techniques to create a logo (s) for a non-profit organization. The Instructor may also assign a specific subject for the logo. Emphasis on text manipulation techniques, design and defining a logo and its importance in communicating a desired image. Logo designs due end of next class. Definitions: Leading, Kerning, Tracking, Text Tool (Binding text to a path), transforming text into an object, Logos, Symbols, and signage.

Final Exam Week

Syllabus Modifications The instructor reserves the right to modify the syllabus at any time during the semester and will promptly notify students in writing, typically by e-mail, of any such changes.