Digital Illustration for Graphic Design I

GCOM 340

Spring 2016
Fridays 9am - 11:05am
Section 17073

Prerequisite: None
Course Transferable to CSU

When illustrating digitally for print or Web media, one of the skills designers and illustrators need to have is the ability to draw with vector digital tools. This beginner's course provides professional tips and techniques in Illustrator software, while introducing graphic design and Web design students to theories of composition, typography, and color theory. Students learn how digital illustrations are produced, are exposed to a variety of different illustration styles, learn about the current trends, and discover the designers using digital illustration as a communication tool. This course gives students the foundation to create original graphics and illustrations digitally.

GCOM dept: www.scc.losrios.edu/gc

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to submit digital homework files and to download assignments:
https://d2l.losrios.edu/

Mailbox (Main Campus):
TEC 106

for questions about classwork:
webdesignprof@gmail.com

Office Hours

Friday   11:00–11:45 AM

helpful handouts/see videos:
www.hhogan.com/class

Design Lab (Main Campus):
TEC 109

Mon – Thurs	8 AM – 9 PM
Fridays	11 AM – 5 PM
Saturdays	1 PM – 5 PM
Closed Sun	

Digital Illustration for Graphic Design

ABOUT

Heather Hogan holds a Bachelor's degree in Studio Art: New Media from Chico State University. Heather has taught at Sacramento City College since 2006. She is an artist and a freelance web and print designer.

THIS CLASS

Together we conduct several graphic design explorations. For each project we will learn specific tools, a majority from Adobe Illustrator. Most of the projects in this course require you to make visual or content decisions. We do not follow a step-by-step workbook. Your grade is determined by your demonstration of what you've learned and discovered.

This class is geared toward students who want to become professional graphic designers. This class will not make you a professional designer, but the goal is to build a foundation of design thinking and making. This beginning class has no prerequisites, but you must be willing to take risks, try techniques that do not originate from the computer, and dedicate between 6–10 hours per week to class lectures, labs and projects. More practice = more success.

MATERIALS NEEDED

Access to version CS6 or newer software
Access to the web
$5–10 for printing at Design Lab or Office Max
Thin notebook or thin 3 ring-binder
Email address
a digital camera (phone, ipad, actual camera are all fine)

STUDENT LEARNING OUTCOMES

– practice & apply different theories of form and composition.
– demonstrate vector drawing and painting tools and apply their uses appropriately.
– apply the design/creative process to a "real world" project.
– draw accurately and freely with the Pen tool.
– create original illustrations with comprehensive layer control, gradients, blends, and other Adobe Illustrator tools.
– utilize the software tools to create special effects.
– manipulate image integration and rasterization elements.
– generate cross-platform & broad-based file format support.
– prepare for printing at a service provider.
– identify illustration styles and well-known digital illustrators.

GRADE BREAKDOWN:

6 explorations (7pts each):	35%
8 smaller exercises:	35%
Final Zine Project:	10%
Final Innovation Project:	15%
Final Project Presentation:	5%

TEXTBOOK(S) required indicated by asterisk*

*– Graphic Design The New Basics, Ellen Lupton & Jennifer Cole Phillips, 978-1-56898-702-6, $35

– Thinking with Type, Ellen Lupton, 1568984480, $22

POLICIES

+ This class is fun, let's work to keep it that way!

+ No guests allowed in lectures, only registered students.

+ No active cell phones, no texting, no web surfing, no completing homework during class lecture.

+ No sleeping (or resting with eyes closed) in class.

+ Disruptions of the learning process will not be tolerated.

If you violate the above policies, you may be asked to leave. If the behavior persists you will be dropped from the course.

+ Print all homework assignments, unless otherwise specified.

+ Upload digital file(s) to D2L each week before class.

+ When you save in Adobe Illustrator, always save as .pdf

+ Work is due at start of class, considered late after then.

+ You are permitted one late assignment during semester or one opportunity to revise an assignment due by Dec 1st.

+ I have a mailbox in Tec-106 (main campus) that I check often.

+ You can revise assignments only with instructor approval.

+ Notify me regarding planned absences.

+ If you miss 2 classes in a row or 3 classes throughout the semester you may be dropped from the class. It is your responsibility to drop the class before the final drop date if that is your intention.

+ Incomplete grades are for very special circumstances.

+ No plagiarism, or "F" on assignment.

+ Recording lectures for personal use is ok.

+ If you are struggling with class assignments see me as early as possible and get lab help.

+ Grades are determined by instructor, using a fair process.

+ Work is generated using Adobe Illustrator unless otherwise specified.

+ Everyone is treated with respect, everyone is special - please do not ask for special exceptions. You and I will have a professional relationship while you are a student in Graphic Communication.