

Lecture Contact Hours: 32-36; Outside-of-Class Hours: 64-72;
Laboratory Contact Hours: 48-54; Outside-of-Class Hours: 0;
Total Student Learning Hours: 144-162

CUYAMACA COLLEGE
COURSE OUTLINE OF RECORD

Graphic Design 225 – Digital Illustration

2 hours lecture, 2 units
3 hours laboratory, 1 unit
Total units: 3

Catalog Description

Uses vector and raster image software to create digital illustrations. Applies design principles and computer technology to create graphic images in an aesthetic composition. Students will produce artwork based on contemporary illustration styles. Applicable for fine art, graphic design, and interactive design.

Prerequisite

None

Recommended Preparation

“C” grade or higher or “Pass” in GD 110 or equivalent

Entrance Skills

Without the following skills, competencies and/or knowledge, students entering this course will be highly unlikely to succeed:

- 1) Describe the relationship between hardware components and computer performance.
- 2) Properly use input devices of cameras and scanners, and output devices of laser printers.
- 3) Manage multiple files for digital projects and use appropriate file formats.
- 4) Use the Internet for research, communication and file transfer.
- 5) Apply the design process of brainstorming, roughs, comprehensive to final.
- 6) Comprehend raster vs. vector, image resolution, file size, and file format.
- 7) Recognize and adhere to legal and ethical behavior with regard to copyright.

Course Content

- 1) Recognize and identify major art and design movements that have influenced graphic design
- 2) Describe the relationship of illustrator to client or designer and goal of meeting the needs of clients
- 3) Identify and apply raster and vector images for illustration
- 4) Identify and apply basic scanning and resolution issues and techniques
- 5) Describe the various forms of illustration required by business
- 6) Describe copyrights as applied to illustration
- 7) Identify and solve illustration design problems
- 8) Evaluate effective illustration solutions
- 9) Utilize the design process of thumbnail sketches, roughs and comprehensive layouts
- 10) Design and produce illustration in various formats
- 11) Create artwork using current illustration techniques
- 12) Apply good craftsmanship in visual presentation
- 13) Establish a professional portfolio

Course Objectives

Students will be able to:

- 1) Evaluate and critically respond to artistic composition using the language of the visual arts.
- 2) Create portfolio quality illustrations of various styles using the design process of roughs, comps and final work.
- 3) Illustrate using both raster and vector software programs.
- 4) Incorporate original digital images, scans of hand drawings, and use drawing tablets to create art.
- 5) Research historical styles of illustration and identify how reproduction techniques influenced methods used for drawing.
- 6) Analyze and derive meaning from professional illustrations according to the elements of art and principles of design.
- 7) Investigate and report on emerging technologies that will affect illustration.
- 8) Demonstrate legal and ethical behavior with regard to copyright.

Method of Evaluation

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

- 1) Participation in class discussions and brainstorming sessions
- 2) Research on historic styles of illustration
- 3) Illustration assignments that evaluate the use of design principles and the design process
- 4) Verbal critiques of student digital illustration projects
- 5) Portfolio review to evaluate the comprehensive presentation of projects

Special Materials Required of Student

Sketch pad, USB/thumb drive

Minimum Instructional Facilities

Smart computer lab, vector and raster software, graphic tablets, digital cameras, printers, scanners

Method of Instruction

- 1) Lecture and demonstration
- 2) Analysis of digital images
- 3) Assignments
- 4) Individual student conferences
- 5) Student presentations, design exhibitions
- 6) Instructor/student critiques
- 7) Research papers
- 8) Field trips

Out-of-Class Assignments

- 1) Reading assignments
- 2) Short research assignments

Texts and References

- 1) Required (representative example): Adobe Illustrator CC Classroom in a Book. B. Wood. Adobe Press, 2024.
- 2) Supplemental: None

Student Learning Outcomes

Upon successful completion of this course, students will be able to:

- 1) Evaluate artistic composition and analyze the influence of technologies used to create the composition.

- 2) Using both raster and vector software and the design process of roughs, comps and final work, incorporate original digital images, scans of hand drawings, and drawing technologies like tablets to create portfolio quality illustrations of various styles.
- 3) Describe and demonstrate legal and ethical behavior with regard to copyright.