

# Lassen Community College Course Outline

## ART-21 Digital Illustration 1

3.0 Units

### I. Catalog Description

A course that explores conceptual ideas, image generation, manipulation, coloring, and effects for print and web media using Adobe Creative Cloud programs. Students will develop vector and bitmap images for logo designs, icons, avatars, characters, objects, environments, and basic storyboarding. Students will draw, paint, and apply special effects and filters with the tools available within the Adobe Creative Cloud. Basic design principles, six step design process and personal expression will be used to create powerful conceptual imagery. This course has been approved for hybrid delivery. Online delivery is for emergency only. To cover the costs of printing each project assignment a \$10.00 lab fee will be charged at the time of registration. Students must supply additional materials and supplies at an estimated cost of \$70.

#### Recommended Preparation:

Successful completion of ENGL105 or equivalent assessment placement. ART-2 Drawing or ART-10A Painting  
And ART-1A Two-Dimensional Design

Transfer to CSU only  
25.5 Hours Lecture, 76.5 Hours  
Lab Scheduled: Fall

### II. Coding Information

Repeatability: Not Repeatable  
Grading Option: Graded or Pass/No  
Pass Credit Type: Credit - Degree  
Applicable TOP Code: 100200

### III. Course Objectives

#### A. Course Student Learning Outcomes

Upon completing the course, the student will be able to:

1. Solve visual problems using design principles and special effects techniques in Adobe Photoshop and Illustrator.
2. Discuss and analyze color, value contrast, space composition, and conceptual elements, lighting, etc. with use of appropriate terminology.
3. Produce conceptual based two-dimensional imagery that merges both the fine arts and commercial needs of artist, graphic designers, media artist and character animators.

#### B. Course Objectives

Upon completing the course, the student will be able to:

1. Create finished artwork

- a. Produce aesthetically pleasing and emotional stirring images
  - b. Produce vector character images using Adobe Illustrator
  - c. Use Adobe Photoshop for color enhancement, special effects purposes.
  - d. Produce images combining a, b, and c above.
  - e. Understand the strengths of both of the above programs in producing a fine art/graphic image.
  - f. Produce artwork by following the six-step design process
2. Demonstrate working knowledge of:
    - a. Basic computer operations necessary in producing and merging fine art, character development and graphic background matting.
    - b. Understanding the strengths of the Adobe CC programs and their differences.
  3. Produce aesthetically pleasing imagery using basic design principles.
  4. Evaluate computer artwork in written essays and classroom critiques in terms of:
    - a. Basic design principles
    - b. Personal expressiveness
    - c. Visual effectiveness for:
      - Fine Art (personal expressiveness)
      - Media Arts/Graphic Design (effective visual communication)

#### **IV. Course Content**

- A. Understanding the six-step design process
  1. Research
  2. Thumbnails
  3. Roughs
  4. Comps
  5. Presentation
  6. Print read
  7. Creative Brief
- B. Introduction/review of computer setup
  1. Basic operations
  2. Creating/saving files
- C. How the computer produces images
  1. Examples of computer art
  2. Brief survey of traditional visual art media and where the computer fits in.
  3. Comparison of vector and bitmap applications
    - a. Strengths and weaknesses of each
    - b. When they should be used and how
    - c. How they can be combined
- D. Basic design elements in the visual arts
  1. Composition
  2. Line
  3. Color
  4. Considerations in producing art for personal expression versus commercial use
- E. Discussion and demonstration of Adobe CC programs to be used in class
  1. Setup
  2. Tools: drawing, painting, air brush, transformation, manipulation, color, etc.

3. Selection methods
4. Layers
5. Filters
6. Transformations
7. Type
8. Panels
9. Cloning/pattern overlay
- F. Importing images with Adobe Photoshop
  1. Saving images in various formats
  2. Legal and ethical considerations in the use of scanned images
  3. Layers
  4. Plug-ins and image effects
- G. Producing images combining all of the above
- H. Saving the file and printing the image
- I. Considerations in the use of a commercial printer
- J. Presentation of completed artwork
  1. Evaluation and critique according to:
    - a. Basic aesthetic elements
    - b. Personal expressiveness
    - c. Commercial effectiveness
  2. Participation in annual Student Art Show

## V. Assignments

### A. Appropriate Readings

1. Software instruction manuals
2. Handouts
3. Periodicals

### B. Writing Assignments

1. Write story line to support artwork produced
2. Critiques of digital artwork from outside sources
3. Creative briefs

### C. Expected Outside Assignments

1. Obtain or produce images to be manipulated and/or generated in the lab assignments
2. Research and development of a storyboard with sequential imagery

### D. Specific Assignments Demonstrating Critical Thinking

1. All assignments calling for production of images beyond the basic exercises on the computer require critical thinking to use the Adobe CC tools and skills learned in class
  - a. Produce an image using vector application
  - b. Produce an image and manipulate it using bitmap application
2. Develop a story line for a sequential storyboard of images
3. Evaluation and critique of images, both written and in discussions
4. Choosing work to exhibit in the annual Student Show

## **VI. Methods of Evaluation**

### **Traditional Classroom Delivery**

- A. Quizzes
- B. Projects
- C. Class Discussions
- D. Critiques
- E. Portfolios

### **Hybrid Evaluation**

All quizzes and exams will be administered during the in-person class time. Students will be expected to complete online assignments and activities equivalent to in class assignments and activities for the online portion of the course. Electronic communication, both synchronous and asynchronous (chat/forum) will be evaluated for participation and to maintain effective communication between instructor and students.

### **Online Delivery**

A variety of methods will be used, such as: research papers, asynchronous and synchronous (chat/forum) discussions, online quizzes and exams, posting to online website and email communications.

## **VII. Methods of Delivery**

Check those delivery methods for which, this course has been separately approved by the Curriculum/Academic Standards Committee.

- Traditional Classroom Delivery     Correspondence Delivery  
 Hybrid Delivery                       Online Delivery

### **Traditional Classroom Instruction**

Lectures, demonstrations and practice.

### **Hybrid Delivery**

A combination of traditional classroom and online instruction will be utilized. Each semester a minimum of 17 hours will be taught face-to face by the instructor and the remaining hours will be instructed online through the technology platform adopted by the District. Traditional class instruction will consist of exercises/assignments, lectures, visual aids, and practice exercises. Online delivery will consist of exercises/assignments, lecture posts, discussions, adding extra resources and other media sources as appropriate.

### **Online Delivery**

Participation in forum-based discussions. Online exercises/assignments contained on website. Web based video vignettes with discussion paper, email communications, postings to forums, online lecture notes and web links will compromise the method of instruction.

## **VIII. Representative Texts and Supplies**

Hall, Andrew; *A visual History of Illustration*, 1<sup>st</sup> edition, 2021, Adobe Press ISBN-9780691212319

### **Traditional Classroom Delivery**

Materials and Supplies estimated cost:

\$20 Sketch book/Pencil\*

USB Memory Stick – Flash Drive 8G  
minimum\*

*\*May be used in other related courses*

### **Hybrid and Online Delivery**

Materials and Supplies estimated cost:

\$70

Sketch book/Pencil\*

USB Memory Stick – Flash Drive 8G minimum\*

Adobe Photoshop and Adobe Illustrator license (\$39.99 for 6 months at  
CollegeBuys.org)

*\*May be used in other related courses*

*Note: you will also need a computer and internet service (not included: in  
materials cost breakdown)*

## **IX. Discipline/s Assignment**

Art/ Graphic Arts

## **X. Course Status**

Current Status: Active

Original Approval Date: 12/20/2011

Board Approval: 01/10/2012

Chancellor's Office Approval: 04/10/2014

Revised By: James Kleckner

Latest Curriculum/Academic Standards Committee Revision Date: 04/20/21