

Approval Dates:
Division _____
CRC _____
Board of Trustees _____

**MISSION COLLEGE
ASSOCIATE DEGREE CREDIT COURSE OUTLINE**

SECTION I Course Data

COURSE NUMBER GrArt 62	COURSE TITLE Prod. Illustration	UNITS 3
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LECTURE HOURS (PER WEEK) 2	LAB HOURS (PER WEEK) 3
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CREDIT / NO CREDIT OPTION YES ___ NO

MAY THIS COURSE BE REPEATED? ___ YES NO; How many times? _____

RECOMMENDED FOR CREDIT BY EXAMINATION? ___ YES NO

CATALOG COURSE DESCRIPTION

This course introduces students to computer illustration techniques used in a production environment. They will learn to use the program's toolbox and commands to create spot color and process color documents. They will learn to apply trapping to a multi-colored illustration and they will become familiar with a number of output and color separation devices used in industry.

The student will receive instruction in the use of transparent inks, overlapping color, tight registration, spot color separation, and how to apply simple geometric concepts to create illustrations. They will also be introduced to printing film negatives directly from the computer.

DESCRIPTION FOR THE SCHEDULE OF CLASSES

An introductory level course using illustration software to create vector-based images for reproduction in a graphic arts production environment.

ACCEPTABLE FOR TRANSFER CREDIT:

California State University; Yes No as an elective only
University of California; Yes ___ No (Check Yes to apply for UC transferability.)

PREREQUISITE	1 COREQUISITE	ADVISORY
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SECTION II Course Content

A. COURSE CONTENT AND SCOPE

1. STUDENT COURSE OBJECTIVES

Upon completion of this course, the student should be able to:

- a. Create an illustration and apply type in a document created entirely on the computer.
- b. Demonstrate knowledge of the Pantone® color system and how to apply that system to an illustration.
- c. Demonstrate ability to use in-house equipment designated for output in a production environment, i.e., laser printer and imagesetter.
- d. Compare and contrast the use of various illustration tools and techniques and choose the most appropriate methods for use in problem-solving.
- e. Demonstrate how to create illustrations using simple geometry, i.e, describe how a drawing is done using end points and line segments; create shapes using correct angles and degrees; draw a wheel with spokes in perfect rotation.
- f. Demonstrate proficiency at trapping spot-color separation assignments.
- g. Evaluate examples of various computer generated typographic and illustrative images and determine which ones are most effective.
- h. Produce documents on the computer that utilize a variety of typographic enhancement techniques.
- i. Demonstrate good work habits suitable for college work.
- j. Understand, evaluate and use work habits that are within industry standards.
- k. Identify career options within the industry.

2. OUTLINE OF TOPICS TO BE ADDRESSED IN COURSE BY INSTRUCTOR

- a. Course orientation and introduction
- b. Tools and commands found in vector based illustration software programs
- c. Creating digital illustrations using templates
- d. Using basic geometry to create illustrations without templates, i.e., using end points, line segments, and angles to create illustrations
- e. Using the Pantone® color system to color illustrations
- f. Creating spot color separated negatives
- g. Defining trapping and how to apply it to your work
- h. Digital font styling: current procedures and future trends in the industry
- i. Equipment and materials used: hardware, software, chemistry and supplies
- j. Employment opportunities in computerized illustration and typography

B. TITLE V REQUIREMENTS

1. APPROPRIATE READINGS AND TEXTBOOKS

- a. **TEXTBOOKS:** Adobe Systems Classroom in a Book
- b. **READINGS/OTHER:** Readings from various periodicals and trade magazines will be assigned as appropriate, i.e., Communications Arts Magazine, Print Magazine, Wired Magazine, etc.

2. WRITING ASSIGNMENTS, DEMONSTRATION OF ABILITY TO USE SYMBOL SYSTEMS OR DEMONSTRATION OF ABILITY TO APPLY SKILLS LEARNED IN THE COURSE.

See Section 4: Critical Thinking

3. APPROPRIATE OUTSIDE ASSIGNMENTS

Students will be expected to perform an average of 6 hours of reading/outside assignments per week. Assignments may include collecting samples and rating their effectiveness; re-creating examples of work found in industry; working with other students to create a portfolio. Readings and outside assignments will be based on real world problems.

4. APPROPRIATE ASSIGNMENTS THAT DEMONSTRATE CRITICAL THINKING.

All assignments involve critical thinking and will require students to formulate an opinion about the aesthetic elements in a document. Students will analyze typefaces, evaluate the effectiveness of an illustration, and make suggestions for alternate styles and techniques used. They will be required to compare and contrast examples of documents and to analyze the most effective techniques to use in problem solving. Students will evaluate their own work as well as the work of professionals. All assignments will be based on real world problems

5. CULTURAL PLURALISM; Yes___ Not applicable __X__

6. METHOD OF INSTRUCTION;

Lecture_X__	Laboratory_X__	Discussion_X__
Self Paced___	Individualized___	Computer Assisted___
Collaborative Groups_X__	Other (Please explain)_____	

7. STUDENT EVALUATION

Students will be evaluated on: 1) a portfolio demonstrating their performance on lab and outside assignments 2) collection of samples that demonstrate the different principles learned in the course 3) quizzes 4) mid-term and/or final projects 5) class participation.

8. CLASSIFICATION OF COURSE FOR MAJOR AND/OR GENERAL EDUCATION

___No, this course	is not for a major
___No, this course	is not General Education

Yes, I wish to use the course in a specific major and will fill out the supplemental **Form M**.

Yes, I wish to apply for GE And will fill out the supplemental **Form G**.

SECTION III Course Support

NEEDS ASSESSMENT

Digital illustration skills are a requirement for employment in the graphic arts industry. Traditional techniques are no longer used and production are now creating and/or manipulating illustrations and readying them for print. Computers and digital output devices have greatly streamlined this aspect of the production process. The graphic arts department must respond to the demands of industry and the surrounding community by offering digital illustration courses.

DISCIPLINE AREA

Graphic Arts.

RESOURCES NEEDED OR ANTICIPATED

The department has purchased the latest version of this software for the college computer lab. The college computer lab will be needed by students to complete their lab projects.

PLAN FOR EVALUATION OF COURSE

The students will evaluate this course annually. Each year the department faculty review their program/course offerings to determine if the department is adequately serving the community. This course will be part of that annual departmental evaluation.

PREPARED BY: Lin Marelick

DATE 4/15/98

CURRICULUM COMMITTEE DIVISION REPRESENTATIVE _____ DATE _____

THIS OUTLINE MUST BE SUBMITTED WITH AN APPROPRIATE SIGNATURE FORM.