

Spokane Falls Community College
COURSE LEARNING OUTCOMES AND OUTLINE

Prefix and Course Number
Course Title

GRDSN 164
Illustrator II

Last Modified: Fall 2004

Course Learning Outcomes

By the end of this course, a student should be able to:

- Use the Type menu.
- Use keyboard shortcuts.
- Control type attributes by using the Character palette.
- Use the Paragraph palette.
- Use the Type menu items.
- Use rows and columns.
- Import copy from external sources.
- Build a type wrap.
- Place type on circles.
- Use Illustrator for a page design assignment.
- Coordinate the size of the artboard and the size of the document's page tiles.
- Create custom page sizes.
- Place rules between text columns.
- Incorporate raster images into page designs.
- Apply an effect.
- Simulate a change without actually modifying an object.
- Alter objects using the Appearance palette.
- Use the Effects menu
- Use a Rasterize effect.
- Define the horizon, and its relationship to the vanishing point.
- Define the vanishing point
- Create custom perspective grids using guides.
- Use multiple vanishing points.

Course Outline

1) Customizing the Illustrator Environment

- a) Manage palettes to maximize the amount of space available on the monitor.
- b) Understand the relationships between the artboard, the page, tiling, and document setup.
- c) Export documents into other file formats.
- d) Use Illustrator's two Startup files (one for RGB and one for CMYK documents).

2) Advanced Text Techniques

- a) Use the Type menu.
- b) Use keyboard shortcuts.
- c) Control type attributes by using the Character palette.
- d) Use the Paragraph palette.
- e) Use the Type menu items.
- f) Use Rows & Columns.
- g) Import copy from external sources.
- h) Build a type wrap.
- i) Place type on circles.

3) Illustrator as a Page Layout Tool

- a) Use Illustrator for a page design assignment.
- b) Coordinate the size of the artboard and the size of the document's page tiles.
- c) Create custom page sizes.
- d) Place rules between text columns.
- e) Incorporate raster images into page designs.

4) Effects and Appearances

- a) Apply an effect.
- b) Simulate a change without actually modifying an object.
- c) Alter objects using the Appearance palette.
- d) Use the Effects menu
- e) Use a Rasterize effect.

5) Creating Perspective Grids

- a) Define the horizon, and its relationship to the vanishing point.
- b) Define the vanishing point
- c) Create custom perspective grids using guides.
- d) Use multiple vanishing points.
- e) Generate a series of objects that comply with the grid.
- f) Change the origin point of a perspective grid.

6) Advanced Selection Techniques

- a) Select masks.
- b) Deselect objects.
- c) Work with the Direct Selection tool.
- d) Select objects that are part of a group.
- e) Select segments and anchor points using the Lasso tool and the Direct Select Lasso.
- f) Use methods of selection unique to the Layers palette.

7) Masking and Compounding Paths

- a) Put images into other shapes.
- b) Work with Compounds, which act like cookie cutters.

8) Working with Blends

- a) Customize the Blend Options dialog box.
- b) Define the Spine.
- c) Expand a blend, removing it from its relationship to the Spine.
- d) Construct a perspective grid using the vanishing point and the horizon.

9) Working with Gradient Mesh

- a) Work with the components that make up a Gradient Mesh.
- b) Create and applying a Gradient Mesh to an object.
- c) Apply color to points and portions of the mesh patch.

10) Advanced Brush Techniques

- a) Use a variety of brush styles.
- b) Work with the Brush palette.
- c) Resize brushes.
- d) Modify a brush's specific behaviors.
- e) Create a custom brush from an existing object or design.
- f) Load additional brush libraries.

11) Transformation Techniques

- a) Change and modifying the origin point of a transformation.
- b) Speed up the process of developing complex and symmetrical illustrations and designs by using the Transform palette.
- c) Use the Move dialog box.
- d) Use manual transformation methods.
- e) Apply multiple transformation to entire groups of objects using the Transform Each dialog box.
- f) Determine measurements to use with transformation-related palettes.

12) Working with Images

- a) Use the Rasterizing dialog box.
- b) Use RGB, CMYK, Grayscale and bitmap color models appropriately.
- c) Use Illustrator's filters.
- d) Adjust colors using filters, to achieve special effects.
- e) Modify specific portions of a raster image.

13) Preparing Graphics for the Web

- a) Use Web-Safe colors.
- b) Name exported files.
- c) Use the Save for Web feature.
- d) Determine the effect of various compression and file formats on download time.
- e) Simulate the appearance of artwork when viewed on the Web.
- f) Create the components of a vector animation.

14) Working with Graphs

- a) Selecting from one of seven different pre-defined graph styles using the Graph Tool.
- b) Entering values into a graph using the Data Input dialog box.
- c) Creating and using Graph Designs.
- d) Fitting the design of a graph into the column with Vertically Scaled, Uniformly Scaled, Repeating, and Sliding options.

15) Designing with Patterns

- a) Ensure proper spacing, distribution, and alignment within repeating patterns.
- b) Create new patterns and applying them to existing objects.
- c) Work with aligned and interlocking patterns.
- d) Create patterns that give the appearance of random component placement.
- e) Apply transformation techniques to patterns.
- f) Create patterns with colored backgrounds.
- g) Use pattern swatches.