

Adobe Illustrator II (Online)—Course Syllabus

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Course Description

Develop advanced techniques, problem solving skills and practical workflows. Learn path building/altering and fine-tuning, type usage and layout, text effects, color usage and application, gradient mesh, path patterns and brushes, 3D effects, and prepress issues. The assignments are based on common but not typical themes meant to become strong portfolio pieces.

Assignments

All homework assignments are equally weighted (ie, an average of all grades will be tabulated upon completion of class). Late assignments will be docked one half grade for every week it is late by. Though the timing of the initial submission is strict, I highly encourage the refining of projects as more techniques become available or mastered.

Although Illustrator CS3 is used in class and some topics covered are AICS3 specific, it is not required for successfully accomplishing homework assignments. **Please name your assignments as “name-hw1.pdf” as in “kenmurayama-hw3.pdf.” Save as PDF with Preserve Illustrator Editing Capabilities checked on.**

Assignment 1 – Technical Diagram (Weeks 1–2)

Description A multi-panel how-to diagram will be created in line-art style.

Work-in-Progress (WIP) due 2nd week. Final art due on the 3rd week.

Techniques Lineart creation using a variety of means. Strokes, compound paths, art brushes, Live Trace, Live Paint. Setting up a layout template with basic text layout.

A word about Work in Progress files—a WIP file can be as simple as a sketch on paper or a series of squares and circles on the screen. It only needs to be a rough comp, showing that you are giving some thought to the theme, content, layout, and possibly color usage of the design/illustration task. Those assignments that require two WIP submissions should be far along the execution process by the second version. The idea is to get class/instructor feedback during the process.

Assignment 2 – Movie Logo/DVD Packaging (Weeks 4-5)

Description Create a movie logo and apply to DVD packaging and label.

WIP due on 5th week. Final art due on the 6th week.

Techniques Typographic methods for creating logos. Working with fonts. Text effects. 3D effects. Working with dielines and packaging layouts and templates. Billing/credit block layout.

Assignment 3 – Calendar (Weeks 7–8)

Description Create a basis for a calendar defining layout, type treatments and illustration.

WIP due on the 8th week. Final art due on the 9th week.

Techniques Illustrative methods usings blends, gradient maps, effects. Laying out grids. Using transform each. Altering typefaces.

Assignment 4 – Watch Packaging (Weeks 10–11)

Description Design a watch face and create packaging.

WIP due week 11. Final art due final week.

Techniques Spot color usage. Pattern making. Package/box dieline creation. Making visual comps.

Assignment 5 – Class Participation (Ongoing)

Description Weekly participation in discussion groups and timely submission of all WIP files.

Suggested Reading

Real World Adobe Illustrator CS3, Mordy Golding, Peachpit Press

The Adobe Illustrator CS3 Wow! Book, Sharon Steuer, Peachpit Press