

## Adobe Illustrator I Online—Course Syllabus

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### Course Description

While it lies in the shadow of the more well-known Photoshop, Illustrator is an exceptionally powerful application used for logos, technical drawings, stylized illustrations, packaging and signage to name a few.

This class will cover Illustrator from program basics to intermediate techniques. By the end of the course, the student should have enough familiarity to comfortably use the application. Object creation, selection, modification as well as text, layout and effects will be covered. The benefits and drawbacks of various methods will be discussed throughout the course. As this is an online course, it is imperative that a constant flow of communication exist between the instructor and student as well as between peers. As such, it is not only suggested that the student raise any questions, comments or peer feedback, it is also a required 20% of the course grade. The course will be broken up into four sections with a homework assignment due at the end of each section for a total of four assignments.

Though no text is required for this class, I highly recommend that **Adobe Illustrator CS4 Classroom in a Book by Adobe Creative Team** be followed concurrently with the class. Illustrator is, and has always been, a very complicated application. Using it often and following examples will yield familiarity and comfort with the program.

### Assignments

Illustrator CS4 is used in class and while some topics covered are AICS4 specific, it is not required for successfully accomplishing homework assignments. All homework assignments are equally weighted. Late assignments will be docked one half grade for every week it is late by. **Please name your assignments as “name-hw1.pdf” as in “kenmurayama-hw1.pdf.” Save as PDF with Preserve Illustrator Editing Capabilities checked on.**

#### Assignment 1—Chess Board (Weeks 1–2)

**Description** Create a chessboard and 4 or more chess pieces. Use step-and-repeat and object snapping methods to create the board. Use basic shapes and Pathfinder tools to create the pieces. Use of 3D is optional. Final art due on the 3rd week.

**Techniques** tour of Illustrator’s interface, setting up the work area, creating standard shapes, path anatomy, basic modification of objects, fills and strokes, working with color, bounding box, setting guides, Appearance Palette, Pathfinder Palette, Align Palette.

#### Assignment 2—Logo Tracing (Weeks 4–5)

**Description** Part 1: using only the Pen and Selection Tools (no LiveTrace or Pencil Tool), trace one of the logos provided. Part 2: “tweak” a copy of the traced logo by using transform tools and by adding/subtracting elements. Final art due on the 6th week.

**Techniques** setting up a template, using the Pen Tool, path modification, transformation tools (move, scale, rotate, skew)

#### Assignment 3—“Posterized” Poster (Weeks 7–8)

**Description** Part 1: use any combination of Pen techniques, Live Trace, Pencil Tool, basic shapes to stylize a photograph into a “posterized” look. Part 2: create a headline/title for the poster using text tools. Final art due on the 9th week.

**Techniques** compound paths, Pathfinder, expanding paths, keylines and outlines, defining colors, sampling colors, text creation, basic typography.

#### Assignment 4—Beverage Label (Weeks 10–11)

**Description** apply any of the techniques covered in class to create a beverage label. It can be either a front and back label or a wraparound label. Final art due on the 12th week of class.

**Techniques** body text, paragraph and character attributes, text on path, layout of a mechanical, clipping masks, pattern creation and usage strategies, using path patterns, Color Guide, introduction to gradient meshes.

### Suggested Reading

Real World Adobe Illustrator CS4, Mordy Golding, Peachpit Press

Adobe Illustrator CS4 Classroom in a Book, Adobe Creative Team, Peachpit Press