



GD 225 - Digital Illustration

Cuyamaca College
Timothy Buckles / Instructor

Spring 2014
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Date (classes)	Lesson	Title (ai) Illustrator (ps) Photoshop
Jan. 28	Intro	Review of contemporary illustration styles. Using the internet for resources. Introductory lesson, tools in Illustrator and Photoshop.
Jan. 30 - Feb. 6 (3)	Lesson 1	Charts (ai) — Single line weight and hard geometrical shapes for creating icons or symbols. Introduction to vector based graphics
Feb. 11 - 18 (3)	Lesson 2	Conceptual/Editorial style (ai) — This style is used often in corporate graphics. Characteristic is a subject ground relationship that is disproportional. Figures as the subject are highly simplified and some abstraction.
Feb. 20 - 27 (3)	Lesson 3	Stylized Realism (ps and ai) — High contrast photo imagery, converted to flat color. A style found in the 1910's to 1930's advertising. An emphasis on defining foreground, middle ground and background.
March 4 - 11 (3)	Lesson 4	Woodcut (ai) — using line and hard edge shapes to add dimension to the form. The shapes are generally the shadow areas of the work. This style is derived from old block printing, long before printing presses. It works well with illustrations that need to be reproduced at various sizes.
March 13 - 20 (3)	Lesson 5	Loose Color (ai) — create a line drawing of the subject matter and apply color that extends beyond the bounding line. This style was common in old publications that could not accurately register color. Now, it has become a retro style.
Mar. 25 - April 1 (3)	Lesson 6	Photo Painting (ps) — manipulate photo images to create a composite work that follows in a 'painterly' style, using brush techniques.
April 3 - 10 (3)	Lesson 7	Retro Style (ps and ai) — investigation of styles from the 1950's to the 1960's. Hard edges, distorted perspectives, and naive figurative forms. Iconic forms and textures.
<i>April 14 - 17</i>	<i>Spring Break</i>	Prepare for the Student Art Show
April 22 -29 (3)	Lesson 8	Map Drawing (ai) — a fundamental skill to create a concise and easy to follow dimensional map with key areas leading to a specific location.
May 1 - 8 (3)	Lesson 9	Contemporary styles (ai and ps) — Exploration of current trends in illustration. Experimenting with new techniques for various subject matters. Looking at media applications for illustration.
May 13 - 22 (4)	Lesson 10	Children's book illustration (ai or ps) — end the semester with some fun! Create your own character and place the figure in a background. Here anything goes, but the work must be original.
May 27	Course Final	Portfolio Review and course critique.



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Graphic Design

GD 225 3 Units • 16 weeks • Section #5413

Meets on Tuesday and Thursday 9:30 PM to 11:45 PM • Room E-230

Office Hours: Monday through Thursday 9:00 AM to 9:20 AM and
Noon to 12:55 PM, or by appointment.

Please call my office at (619) 660-4380, or send an e-mail if you wish to reserve an appointment time or arrange for another meeting time.

Open Lab: For currently enrolled students, hours posted outside of E-228 lab.

- Course Description:** Uses vector and paint software to create drawings and paintings using line, texture, value and color. Applies aesthetics and computer technology to making exciting and aesthetic graphic images. Applicable for both fine art and graphic design.
- Course Rationale:** Illustration covers a broad category of styles and techniques. This course in digital illustration will explore various styles suited to current software applications. Digital illustration is used for technical drawings and visual representation. Illustration is used when photographic images can not capture conceptual forms. In a broader category, illustration is an effective alternative to photography in creating strong visual images for advertising and promotional products. This course will cover a myriad of styles to give student a strong portfolio of professional work. Ideally, students will discover one or two lessons that to build a personal style of illustration.
- Technical Objectives:** Students that complete this course will acquire:
- the ability to capture and alter digital images.
 - proficiency using industry standard software for the 'real' environment.
 - fundamentals of different color modes for professional output devices.
 - an understanding for applying vector and raster images.
- Creative Objectives:** Student will develop the understanding of:
- the current trends in illustration styles
 - applying appropriate styles of illustration to solve various problems
 - historical styles of illustration and a relationship to fine art
 - appropriate images to create an effective portfolio of work
- Course Requirements:** Students must have completed the Fundamentals of Digital Media course (GD 105) and have basic computer illustration skills before taking this class.
- Class Assignments:** There are Ten assignment for the semester. Each assignment/project will follow the design process for research, thumbnail sketches, rough drawings, composite art (comps) and final art.
- Time line for work:** Three days for each assignment. Day one, brainstorm and begin roughs or thumbnails. Day two, continue roughs into comps. Day three finish comps and complete the final.

- Class Assignments:** Handouts describing each project and required elements will be distributed the class before the assignment begins. Students will submit brainstorm, roughs or thumbnails, comps, and final.
- Digital Files:** Create multiple pages in Illustrator for working on the design process. Example: Four pages, one for brainstorm, and experimenting one for rough ideas, two for comps. Save with your initials, project number and title (tsb#1chartprocess) Save the final as a separate file (tsb#1chartfinal) Due to budget constraints we do not have the resources for printing every students work. Check with instructor or lab tech for permission to print.
- Class Policy:** Work will be due at the beginning of class on the day we begin a new project. Late work will be lowered five points or one letter grade.
- Grades:** Student that do not attend the first week of class will be dropped. Students that miss three consecutive classes without notifying the instructor will be dropped. Students late and missing lectures, are responsible for finding course content. A PDF of previous assignments may be located on the share folder for this class. Check with the tutor for assistance on projects.
- A rubric, outlining expectations and required elements, will be used for each project. The rubric will provide a guideline used for assessment for point score and letter grade for each project.
- Ten projects at 50 points each for a total of 500 points for the semester.
Letter grades A = 500-461 B = 460-421 C = 420-381 D = 380-320
Students that complete the pre-test on the first day of class, and post-test the final day to evaluate *creativity*, may add a possible 25 points as extra credit.
- Revised work:** Final work and comps may be revised and regraded from recommendations on the evaluation. Work from the early design process will not be accepted. This means that the brainstorm, roughs, can not be turned in after the final work is graded. Make sure you read the rubric on each handout.
- Materials:** A three ring binder or pocket folder for handouts
Sketch paper and pencil for thumbnails roughs and notes
Removable drive for storing digital files. A USB Flash drive is recommended
- Class Etiquette:** Late arrival to class is disruptive, cell phone ringers are distracting, chatter during lecture and demonstration is rude. Please be considerate of your fellow students during class. Turn off cell phone ringers (Are you that important?), i-pods may be used during lab time provided you remove them when requested. No food or beverages in the computer lab.
- Important Dates:** February 10, last day to add semester length classes or drop without "W".
April 25, last day to drop classes for this semester as a withdrawal "W".
- Open Lab & Tutoring:** Open lab time will be available for computer use from 9:00 AM to 3:00 PM
Tutoring will be available during lab time for assistance using computer software, and help with understanding projects. Hours are posted outside of E-228 lab. Tutors have completed this course and know project expectations.
- Academic Policies:** This course adheres to the policies outline in the Cuyamaca College Catalog. For further information, see Academic Policies stated in the catalog.