

ADVANCED Adobe Illustrator

Class Syllabus — Spring 2012 — Laney College

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Course: 135 - Adobe Illustrator CS4 Advanced

Lab Code: 21128 Units: 2.5 Room: A153

Office Hours: 12:30 P.M. - 1:00 P.M. Monday and Wednesday

Class Hours: 1:00 P.M. - 4:45 P.M. Monday

Study Time: 1:00 P.M. - 2:50 P.M. Lab: 3:00 P.M. - 4:45 P.M.

Open Lab: (additional required Lab time) 18 Hours per Semester.

Prerequisite: GRART 134 or 211A

STUDENTS ARE EXPECTED TO REMAIN IN CLASS UNTIL AT LEAST 4:10 P.M.

TEXT AND MATERIALS

Text: Adobe Illustrator CS5 Classroom in a Book.

ISBN-13: 978-0-321-70178-7

ISBN-10: 0-321-70178-X

WILL FINISH BOOK STARTED IN AI BASICS: CHAPTERS 9-15.

Software: Adobe Illustrator CS5

Disks: If you want to take your work home, bring 2 or 3 rewritable CD's or a Flash Drive. Do **NOT bring Zip Disks or Floppies.**

Handouts: Additional handouts may be provided during the semester.

Fun with Illustrator

A drawing of a city with a nighttime reflection.

GENERAL

Attendance: Regular and on-time attendance is expected.

Add or Drop Classes: *It is an individual student's responsibility to add or drop a class if necessary.*

The appropriate forms must be processed through the Admissions and Records Office before an add or drop will take place. A course not dropped will result in a "fail" on your transcript.

Classroom Policies: *The following guidelines are for your welfare as well as that of other students. Maintaining the best possible educational atmosphere is paramount to the success of all students.*

1. The lecture for the basics class begins **promptly at 1:00 P.M.** Use this time to study your lessons and to work on your projects. Breaks may be taken at any time. I will be available for personal assistance anytime following the lecture for the basics class. Please do not interrupt the lecture unless absolutely necessary. The classroom will remain open until at least 4:10 P.M.
2. Students should plan their workday to remain at task during the entire class session. Some work stations are limited and may not be available at all times.
3. Food and drink are **NEVER ALLOWED** anywhere near the computers. They **MUST** be kept at the back break table only. You may **NOT** use food or drink containers set on the floor beside your computer. Failure to obey this rule may result in your being removed from the classroom.
4. **Smoking** is not permitted anywhere near the classroom.
5. Cell phones **MUST** be turned completely **OFF** before entering a classroom or lab. This includes text messaging. If you feel receiving a call is more important than your lessons, then **drop the class** so someone else can get in.
6. The copying or "down loading" of files to or from the hard drive (except individual student temporary work files) to diskettes or other storage devices is considered stealing and is illegal. Students in violation of this policy will be removed from class with a failing grade for the term. ***Students may be subject to prosecution by the college.***
7. All computer disks brought in from outside of class **MUST** be **scanned for viruses**. If using a computer in the **Graphic Arts Department** (Room A153), the instructor **MUST** check the disk **before** it is inserted into any of the classroom computers. ***Failure to comply is grounds for being dropped from class.***
8. If your computer crashes or is restarted, all settings will return to their defaults. Any documents saved to the desktop will be deleted. Be sure to keep a copy of any working documents on an external drive such as a Flash Drive or a rewritable CD.
9. Students will "**Log-In**" and "**Log-Out**" for all computer sessions. A sign-up sheet will be provided.

FOR ANY OTHER STUDENT CODE OF CONDUCT INFORMATION, REFER TO THE CURRENT LANEY COLLEGE CATALOG.

TEACHING METHODS



Fun with Illustrator

Using 3-D Effects to change a basic shape or a simple curved line into a three dimensional object that can also include a mapped image

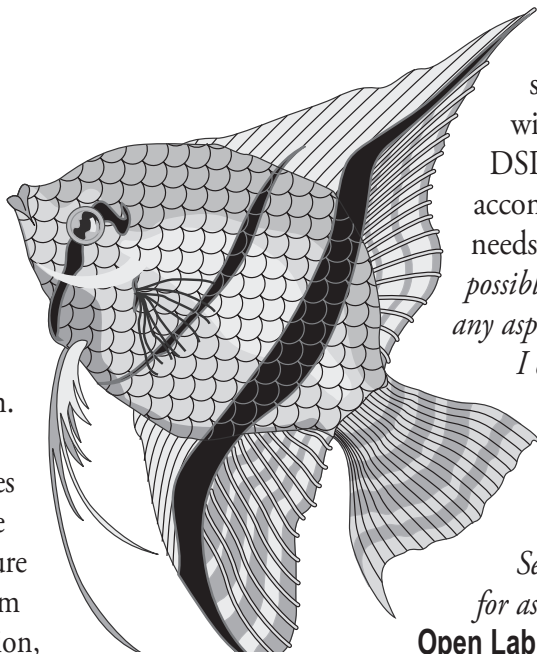
1. **Self Study:** The first half of each class should be used to study the important material within each lesson. The Illustrator Basics class will be taught in an adjoining classroom during this time period.
2. **Labs:** The last half of each class is dedicated to hands-on learning, facilitated by the instructor. You will work at your own pace during this portion of the class to solidify the lesson material or to continue project work.
3. **Lesson Projects:** After each lesson you will receive an assignment that helps to reinforce the new information you have received. *It must be turned in no later than the end of the next class unless otherwise noted.*

COURSE POLICIES

Missed Classes: You are responsible for the activities of each class period. If you anticipate a scheduling conflict, be sure to make arrangements with me so your work will be on time.

Assignments: Projects will be assigned throughout the semester. Check the **Class Schedule and Homework Assignments** (last page of this Syllabus) for more information.

Academic Dishonesty: Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and/or expulsion from the college. For more information, refer to the "Academic Dishonesty" policy in the college catalog. *Plagiarism occurs when a student misrepresents the work of another as his or her own. Plagiarism may consist of using the ideas, sentences, paragraphs, or the whole text of another without appropriate acknowledgement, but it also includes employing or allowing another person to write or substantially alter work that a student then submits as his or her own. Any assignment found to be plagiarized will be given an "F" grade (and could be given an "F" in the class). All instances of plagiarism will be reported to the Dean of the Division, and further action may be taken by the College.*



Need for Assistance: If you have any condition, such as a physical or learning disability, for which you need extra assistance, please see me immediately. You must provide me with a **Disability Verification Form** from DSPS as soon as possible so that appropriate accommodations can be made for your special needs. *I wish to make this course as accessible as possible to students with disabilities that may affect any aspect of course assignments or participation.*

I encourage you to communicate with me by the second week of the course or at your discretion about any accommodations that will improve your experience in (or access to) this course. You can also contact the Disability Services and Programs for Students at 464-3428 for assistance.

Open Lab: You are required to complete a **minimum of 18 hours per semester** of Open Lab time. This is in addition to the four hours of class (**two hours lecture and two hours lab**) and works out to approximately 1 hour per week. Open Lab is located in the Graphic Arts Department, Building A, Room A153. Open Lab is not available the first few weeks and the last week of classes. Failure to comply will lower your grade. **You must have a Student ID Card to get into Open Lab.** Be sure to sign **both in and out** of lab or it will not count.

Student ID Card: All students are **required to obtain a Student ID Card.** These can be obtained on the 4th floor of the Student Center.

GRADING POLICIES

Initial Grading: All projects are assigned a Final Letter Grade based on the percentage of correct answers (*i.e. incorrect answers with a total value of 12 percentage points would give you a grade of 88% of correct answers which equals a B*).

Final Grades	
91-100	A
81-90	B
71-80	C
61-70	D
0-60	F

The Point System: Points are assigned for each project (*assignment*) including Final Projects (*final exams*). Full points will be given when completed correctly and on time. Points will be deducted for any portion that is incomplete or incorrect. No points will be given for a project that is late. **Any exceptions must be arranged with me ahead of time.** Points are also assigned for attendance during the Lecture and Lab periods for each class, and for the additional required Open Lab hours.

Final Grades: Percentage points are totaled then divided by the total number of graded assignments within each category.

Each result is then multiplied by the point value listed in the chart shown to the right. The final results for each category are added together to determine your Final Grade.

Grades will be determined using the following criteria:	Total % Points
Lecture/Lab Attendance	20%
Open Lab Attendance	5%
Lesson Projects	25%
Midterm Projects	25%
Final Projects	25%
Total	100%

Extra Credit projects, when available, will add an additional 3% of total points for each extra credit project to your final grade total.

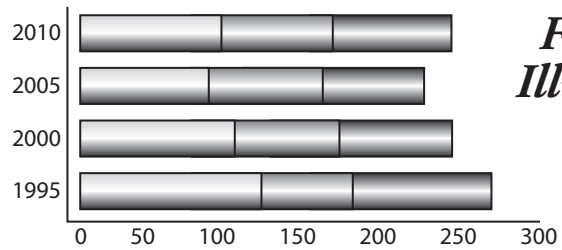
COURSE DESCRIPTION

This course will cover advanced Illustrator skills helping you to create dynamic vector illustrations. It will take you beyond the basics, guiding you through the use of Effects, Styles and Appearances, Symbols, Animations, Designing for the Internet, and more. A copy of the **Class Schedule and Homework Assignments** is located on the last page of this syllabus.

STUDENT LEARNING OUTCOMES (SLO'S)

Upon completion of this class students will be able to:

- Understand perspective drawing
- Create blends of colors and shapes
- Work with brushes, effects, symbols and graphic styles
- Be able to combine Illustrator graphics with other Adobe applications



Fun with Illustrator

A Stacked Bar Graph

PARALLELS DESKTOP & BOOTCAMP

Parallels Desktop® is a virtualization solution that enables you to create virtual machines on Macintosh computers with Intel® processors (1.66 GHz and faster). You can install a **Windows, Linux, Mac OS X, or another operating system** in each of your virtual machines, and work with them and their applications side by side with your Mac OS X applications.

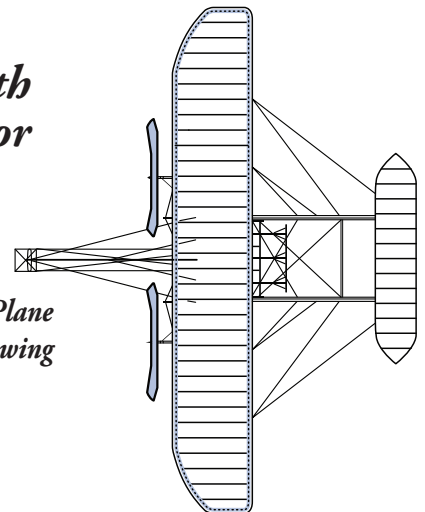
Bootcamp: If desired, you can boot directly into any installed operating system instead of running them together. **This is recommended for class work, because it requires considerably less RAM.** The following instructions explain how to use Bootcamp to boot into your preferred operating system. **Caution: Bootcamp is not functioning on some computers. These computers should be used for Macintosh only.**

Macintosh OS: Press and release the button on the lower, left, rear corner of the computer.

Windows OS: Press and release the button on the lower, left, rear corner of the computer **while simultaneously pressing the Control key** on your computer keyboard. **Do not release the Control Key** until you reach a screen that contains two images of hard drives. Click the Windows drive.

Fun with Illustrator

*Wright Brothers Plane
A Pen Drawing*



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CLASS SCHEDULE AND HOMEWORK ASSIGNMENTS <i>(subject to change without notice)</i>			
WEEK	DATE	Read each project before coming to class. Lesson material will be discussed in class.	HOMEWORK ASSIGNMENTS due no later than the FOLLOWING class period
1	1/23	Review previous lessons, Book Lessons 1-8 : ALL STUDENTS MUST HAVE A COPY : : OF THE LESSON BOOK NO LATER : : THAN THE BEGINNING OF CLASS, : : WEEK 3, FEBRUARY 6, LESSON 9 :
2	1/30	Review previous lessons, Book Lessons 1-8	
3	2/6	Lesson 9: Working with Perspective Drawing	
4	2/13	Lesson 9: Working with Perspective Drawing	WILL BE ASSIGNED IN CLASS
5	2/20	Presidents Day - Holiday - No Class	
6	2/27	Lesson 10: Blending Colors and Shapes	WILL BE ASSIGNED IN CLASS
7	3/5	Pen Tool Lesson Project 1	WILL BE ASSIGNED IN CLASS
8	3/12	Lesson 11: Working with Brushes	WILL BE ASSIGNED IN CLASS
9	3/19	REVIEW ALL PREVIOUS LESSONS	
10	3/26	MIDTERM PROJECT – OPEN BOOK – BRING YOUR NOTES MUST BE COMPLETED AND TURNED IN NO LATER THAN THE END OF CLASS <u>TODAY!</u>	
11	4/2	Spring Break - No Class	
12	4/9	Lesson 12: Applying Effects	WILL BE ASSIGNED IN CLASS
13	4/16	Lesson 13: Applying Appearance Attributes and Graphic Styles	WILL BE ASSIGNED IN CLASS
14	4/23	Pen Tool Lesson Project 2	WILL BE ASSIGNED IN CLASS
15	4/30	Lesson 14: Working with Symbols	WILL BE ASSIGNED IN CLASS
16	5/7	Lesson 15: Combining Illustrator CS5 Graphics with other Adobe Applications	WILL BE ASSIGNED IN CLASS
17	5/14	REVIEW ALL PREVIOUS LESSONS	
18	5/21	FINAL PROJECT – OPEN BOOK – BRING YOUR NOTES MUST BE COMPLETED AND TURNED IN NO LATER THAN THE END OF CLASS <u>TODAY!</u>	

NO CREDIT - NO EXCEPTIONS - FOR LATE PROJECTS

Extra credit will be announced when available.