

## Course Outline



### Graphic Design & Illustration Using Adobe Illustrator

Chapter	Topics	Objectives
Chapter 1	Setting Project Requirements	<ul style="list-style-type: none"><li>• Identify the purpose, audience, and audience needs for preparing graphics and illustrations.</li><li>• Summarize how designers make decisions about the type of content to include in a project, including considerations such as copyright, project fit, permissions, and licensing.</li><li>• Demonstrate knowledge of project management tasks and responsibilities.</li><li>• Communicate with others (such as peers and clients) about design plans.</li></ul>
Chapter 2	Understanding Digital Graphics and Illustrations	<ul style="list-style-type: none"><li>• Understand key terminology related to digital graphics and illustrations.</li><li>• Demonstrate knowledge of basic design principles and best practices employed in the digital graphics and illustration industry.</li><li>• Demonstrate knowledge of typography and its use in digital graphics and illustrations.</li><li>• Demonstrate knowledge of color and its use in digital graphics and illustration.</li><li>• Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.</li></ul>
Chapter 3	Understanding Adobe Illustrator	<ul style="list-style-type: none"><li>• Identify elements of the Illustrator user interface and demonstrate knowledge of their functions.</li><li>• Define the functions of commonly used tools, including selection tools, the Pen tool, and other drawing tools, shape tools, and transformation tools.</li><li>• Navigate, organize, and customize the workspace.</li></ul>

		<ul style="list-style-type: none"> <li>• Use non-printing design tools in the interface, such as rulers, guides, bleeds, and artboards.</li> <li>• Demonstrate knowledge of layers and masks.</li> <li>• Manage colors, swatches, and gradients.</li> <li>• Manage brushes, symbols, graphic styles, and patterns.</li> <li>• Demonstrate knowledge of how and why illustrators employ different views and modes throughout the course of a project, including vector/outline vs. display/appearance, isolation mode, and various Draw modes.</li> <li>• Demonstrate an understanding of vector drawing tools.</li> </ul>
Chapter 4	Creating Digital Graphics and Illustrations Using Adobe Illustrator	<ul style="list-style-type: none"> <li>• Create a new project.</li> <li>• Use vector drawing and shape tools.</li> <li>• Transform graphics and illustrations.</li> <li>• Create and manage layers.</li> <li>• Import assets into a project.</li> <li>• Add and manipulate type using Type tools.</li> <li>• Create digital graphics and illustrations using 3D and perspective tools in Illustrator.</li> </ul>
Chapter 5	Archive, Export, and Publish Graphics Using Adobe Illustrator	<ul style="list-style-type: none"> <li>• Prepare images for web, print, and video.</li> <li>• Export digital graphics and illustration to various file formats.</li> </ul>