

SYLLABUS
PART I
EDISON STATE COMMUNITY COLLEGE
IMD 232S DIGITAL ILLUSTRATION
3 CREDIT HOURS

COURSE DESCRIPTION

Principles of producing and editing digital illustrations with an emphasis on combining and editing shapes and paths, transforming artwork, creating illustrations, and organizing artwork with layers. Using color, gradients, blends, patterns, effects, and graphic styles to enhance vector-based images are also discussed. Prerequisite: IMD 131S. Recommended: ART 130S and IMD 133S. Lab fee.

COURSE GOALS

The student will:

Bloom's Level		Program Outcomes
3	1. Demonstrate a technical understanding of the use of appropriate software in creating and editing digital illustrations.	4, 5, 6
3	2. Apply transformations and enhancements to vector-based images using appropriate software.	3, 5, 6
5	3. Create digital illustrations for dissemination in various media.	5, 6
5	4. Produce, compile, and edit digital illustrations for inclusion in an electronic portfolio.	5, 6, 8, 9
5	5. Critique, analyze, and discuss own work, the work of peers, and the work of other graphic designers.	1, 2, 8

CORE VALUES

The Core Values are a set of principles that guide Edison State in creating its educational programs and environment. They will be reflected in every aspect of the College. Students' educational experiences will incorporate the Core Values at all levels, so that a student who completes a degree program at Edison State will not only have been introduced to each value, but will have had them reinforced and refined at every opportunity.

TOPIC OUTLINE

1. Getting Started with Digital Illustration
2. Using Shapes to Create Artwork
3. Editing and Combining Shapes and Paths
4. Transforming Artwork
5. Creating an Illustration with Drawing Tools
6. Using Color to Enhance Images
7. Adding Type to a Poster
8. Organizing Artwork with Layers
9. Using Gradients, Blends, and Patterns
10. Using Brushes to Create an Image
11. Exploring Creative Uses of Effects and Graphic Styles
12. Exporting Assets