

# AUSTIN COMMUNITY COLLEGE

## Adobe Illustrator (16 hours)

### ITSX 3011

## COURSE SYLLABUS

**Course Description:** Adobe Illustrator® is the industry-standard illustration software for creating logos, package design, posters, and virtually every kind of 2-D illustration (and even some 3-D). Learn to leverage the third pillar of the Adobe Creative Suite, integrating it into your Photoshop and InDesign workflow. In this class you'll learn the ins and outs of vector illustration, including basic shape rendering, complex shading, and many other powerful features that make Illustrator the Swiss Army Knife of publishing software. **Prerequisites:** Fundamentals of PC Use or equivalent experience.

**Course Objectives:** At the end of the course students will be able to:

- use the vector tools to create simple and complex shapes
- set and format text
- apply color and use various methods to create shading
- use Pathfinders to create complex shapes
- create symmetrical shapes
- apply effects to create organic textures and 3D art
- warp shapes\
- apply clipping masks and transparency masks

**Rationale:** Adobe Illustrator is the industry standard illustration program used by almost every graphic designer for logos, package design, poster art, and web graphics.

**Required Materials:** None.

**Type of Course:** Short course

**Evaluation:** Students will be evaluated on their competency in performing a variety of hands-on exercises throughout the course. In order to grant CEU credit for a course the students must be able to complete assessment exercises for each part of the course given by the instructor. The instructor will validate each participant's achievement of the course objectives by signing and awarding individual certificates of completion.

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**Course Outline:**

- I. Overview
  - a. Introduction to Illustrator's tools
  - b. Applying Strokes and Fills to paths
  - c. Using Pathfinders to create complex shapes
  - d. Setting and formatting text
  
- II. Creating and shading basic art
  - a. Building 3D appearing objects
  - b. Shading with gradients, object blends, meshes, and effects
  
- III. Building complex art
  - a. Symmetrical shapes
  - b. Precision techniques
  - c. 3D Extrude and Revolve effects
  - d. Warping art
  
- IV. Advanced Techniques & Review
  - a. Custom brushes
  - b. Masking
  - c. Building common logos