Bergen Community College
Division of Arts and Humanities
Department of Visual Arts

ART-189 Computer 2D Illustration

Date of Most Recent Syllabus Revision: 12/2010
Course Typically Offered: Every Semester

Instructor: Gregg Biermann
Office Location: West 313
Office Hours: Monday 1-2PM, Tuesday 1-2 PM and Thursday 1-2 PM
Phone: 201.493.3533
Email Address: gbiermann@bergen.edu
Class Meeting Time and Location: Mondays 1:45_5:50 in West 319

Course Description

Official Catalog Course Description

This course explores the essential techniques for creating two-dimensional
illustrations, logos and charts using the drawing tools and functions. This course
emphasizes the basic operations and functions of object-oriented computer
graphics using both spot and process color on the computer.

2_ lectures, 2_ labs, _4_ credits, No Prequisites

Student Learning Objectives:

Upon completion of the course, students should be able to use the tools, interface, and digital
illustration capabilities of industry standard vector graphics software, identify key components of vector
graphics production, critically evaluate (aesthetically and technically) their own work and the work of
others, and propose, design and create graphic images on the computer.

Means of Assessment

Assessment in this course will be based on the quality of student art projects.
Projects will be focused on demonstrating particular skills delineated in the Course Content Section.

Course Content

The course will include lectures/demonstrations, studio time and both one on one and group critiques.

Major topics in any instructor's individual course guide must include:
*The basics of the vector based graphic creation:anchor points, handles, lines, curves, open and closed
paths,
*Selection, editing and manipulation of points and objects in vector graphics
*Color vector graphics: color models, fills and strokes, spot and process colors, gradients, etc
*Type and font management of vector graphic documents
*Using and manipulating text as part of a digital design
*Building and organizing a vector graphic with layers
*Output: print graphics, web graphics, and illustrations as part of other types of graphic documents

Course Texts and/or Other Study Materials

Students must bring to each class session portable disk drives in order to save and back up course work. BCC is not responsible for student work left on workstations.

Optional Text: Illustrator CS5 for Windows and Macintosh: Visual QuickStart Guide
By Elaine Weinmann, Peter Lourekas
Published Aug 16th , 2010 by Peachpit Press.
ISBN- **0321706617**

Grading Policy

The Grades in this course are base primarily on the class projects.Each project poses specific technical and creative challenges and will be graded as follows:

Grade of A: This project shows originality in its approach, and the mastery over technical skills as well as diligence and attention to detail in all phases of execution. An A project exceeds the expectations of the instructor. In order to achive this high level substantial work must be done in free lab hours and class time must be used effectively.This project will reflect an independent commitment to and interest in illustration and design on the part of the student. In short the A grade is reserved for the best work in the class.

Grade of B: This project is fully completed and shows technical competence as well as solid design decisions. The project fulfills all of the requirements of the assignment.

Grade of C: This project is completed in a sloppy fashion. The project will demonstrate a weak grasp over relevant techniques and it lacks creativity or cohesiveness.

Grade of D: This project is only partially complete or does not address the requirements of the assignment.

Grade of F: Project is not handed in or fails to demonstrate engagement with the subject matter of the course.

Attendance Policy

BCC Attendance Policy:

All students are expected to attend punctually every scheduled meeting of each course in which they are registered. Attendance and lateness policies and sanctions are to be determined by the instructor for each section of each course. These will be established in writing on the individual course outline. Attendance will be kept by the instructor for administrative and counseling purposes.

Course Calendar

Week 1
Lecture:
• Introduction to course and syllabus review.
• Getting to know the work Adobe Illustrator work area, using Tools.
• Vectors v. pixels
• Design Fundamentals: line, value, texture
Demo:
• Toolbar, Control Panel, Floating Panels

• Customizing Workspace
• Changing view of artwork
• Using Help and Index
• Basic drawing tools
• Line: hanging stroke value, thickness and texture
• Importing images from the internet
Assignment #1: Line as Value and Texture
Week 2
Assignment #1 Due
Lecture:
• Design Fundamentals: shape, value, volume
• Using shape to create value
• Using shape to suggest and flatten volume
Demo
• Setting up a new document with multiple artboards
• Using basic shape tools
• Stroke and Fill
• Creating value swatches
• Select similar
• Copying, scaling and transforming shapes (distorting, rotating, reflecting etc)
• Tools for textural variation (pucker and bloat, twist)
• Review: changing stroke value, thickness and texture
Assignment #2: Shape as Value and volume
Week 3
Lecture:
• Using line/pen Tools
• Discussion of contour and line
Assignment #3: Technical Drawing(Part 1 of 3)
Week 4
Lecture:
• Complete Value range and Closed Paths
Assignment #4: Technical Drawing(Part 2 of 3)
Week 5
Lecture:
• Hard and soft edges in light: Chiaroscuro
• Gradients and Fills
Assignment #5: Technical Drawing(Part 3 of 3)
Week 6
Lecture:
• Color and Painting part 1: Brushes
• Discussion of aerial perspective
Assignment #6: Digital Paintings
Week 7
Lecture
• Flatness and Depth
• Patterns and Symbols Part One
Assignment #7: Flat and Illusionistic Landscape

Week 8
Lecture
• Intro to Type
• Setting up a Page Layout for Book Jacket
• Visual Themes
Assignment #8: Book Jacket Design (part 1 of 2)
Week 9
Lecture
• Type Part 2
Assignment #8: Book Jacket Design Final (part 2 of 2)
Week 10
Lecture:
• Hand drawn Effects
• Live Trace
• Emphasis / Hierarchy
Assignment #9: Analog Event poster (part 1 of 2)
Week 11
Lecture:
• Graphic Styles
• Downloading and installing fonts
Assignment #9: Analog Event poster (part 2 of 2)
Week 12
Lecture:
• Working from a template
• Graphic Styles: Using, Combining, Modifying and resaving a style,
Creating your own from scratch
• Targeting a layer for appearance and graphic styles
• Bringing Images from Photoshop
Assignment #10: Self Promotional CD (part 1 of 2)
Week 13
Individual Meetings about CD designs
• Consistent visual theme
• clear info hierarchy
Assignment #11: Self Promotional CD (part 2 of 2)
Week 14
Group Presentation and critique of final
Project.
• Eyecatching, with clear info hierarchy
• distinctive visual theme
• creative use of CD format
Note to Students: This Course Outline and Calendar is tentative and subject to change, depending upon the
progress of the class.