ART 86 Digital Illustration
2 credits / 4 hours
revised: 08/12

Course Description
Computer-based instruction exploring advanced topics in illustration using current industry standard drawing programs. Emphasis on conceptualization through finish and technical excellence. Finished class assignments will provide portfolio samples.
Prerequisites: none
Co-requisite: none

Course Materials
Blackboard/ePortfolio Class Site

Course Learning Outcomes
1. Apply basic concepts of vector-based imaging in the production of digital illustration.
2. Demonstrate basic understanding of file formats and their specific function in the export of digital illustrations for various outputs.
3. Understand basic print-production methods for outputting digital illustrations.
4. Apply digital illustration tools, including Shape, Line, and Pen Tools, Gradients, Meshes, in the creation of effective conceptual and expressive artworks.
5. Use digital illustration tools to create effective 2-D and 3-D illustrations.
6. Use fundamental composition, color, and typographic principles effectively in digital artworks.
7. Demonstrate effective time management and organizational skills for task completion.
8. Demonstrate basic presentation skills including, printing, trimming, cutting and matting in the production of illustrations for display.

Course Grade and Attendance Policy
It is crucial that you attend every class. Excessive absence or lateness may result in lowering of grade. Students must complete all class work and meet all assignment deadlines.
Attendance 10 %
Class participation 10 %
Timely completion of assignments 10 %
Projects 70 %

General Education Goal
Communication: Use reading, writing, listening and speaking to find, interpret, and communicate information in various modes, including aesthetic, symbolic and graphic.