

COURSE INFO

- DESIGN 140
- Term 3
- Mondays/Wednesdays: 2:30 PM - 5:00 PM
- Prerequisites: none

INSTRUCTOR INFO

- Luis Merino
- lmerino@iadtvegas.com
- (702) 530-5858 (call or text)
- Office hours: By appointment
- Also teaching: GRAPH 160 / DESIGN 275

COURSE DESCRIPTION

- This course covers the foundations of vector-based artwork in order to create digital illustrations, graphics, and interfaces. Students will create illustrations and will experiment with type as a graphical element. The differences between vector and raster based artwork will be delineated.

LEARNING OBJECTIVES

- Compare and contrast vector and raster based art;
- Demonstrate the use of vector based art to create images and graphics for print, web and video use;
- Experiment and manipulate type for graphic purposes;
- Conceptualize an interface that will be animated in future coursework (examples include page of a web site, DVD menu, etc); and
- Create original illustrations using vector-based software.

REQUIRED TEXTBOOK

- ADOBE ILLUSTRATOR CS5: CLASSROOM IN A BOOK. Adobe Press / ISBN-13: 978-0-321-70178-7 / ISBN-10: 0-321-70178-X

REQUIRED MATERIALS

- Storage device (USB drive, etc)
- Sketchbook and pencil
- Colored pencils

GRADING CRITERIA

- 40% - Projects
- 30% - Mid-Term / Final Exam
- 20% - Assignments, Critiques & Quizzes
- 10% - Classroom participation

GRADING SCALE

- A - 100-90%
- B - 89-80%
- C - 79-70%
- D - 69-60%
- F - 59 and bellow

TOPICAL OUTLINE

- WEEK 1 Getting to know the Work Area
- WEEK 2 Selecting and Aligning, Creating/editing shapes
- WEEK 3 Transforming objects, Color and painting
- WEEK 4 Drawing with the Pencil/Pen tool
- WEEK 5 Working with Type
- WEEK 6 Working with Layers, Working with perspective
- WEEK 7 Blending colors/shapes, Working with brushes
- WEEK 8 Applying effects, Applying appearance attributes
- WEEK 9 Vector graphics and Graphic Design
- WEEK 10 Working with symbols, Combining Illustrator with other apps

ATTENDANCE/TARDINESS

- You are expected to attend class regularly, and be ready to work at the start of every class. If, for any reason, you know you will not be able to make it to class, let your instructor know.

LATE WORK POLICY

- ASSIGNMENTS/CRITIQUES/QUIZZES: No late work will be accepted
- PROJECTS: 20 point deduction, every day project is late
- EXAMS: No late exams given. If you must miss, make arrangements with instructor