



Course Description

GRA2117C | Digital Illustration Fundamentals | 4.00 credits

The student will create illustrations using industry-standard vector-based illustration software. Topics include creating vector-based illustrations, leading to an illustration portfolio. Emphasis will be on both representational as well as commercial art styles. Assignments are designed to emulate real-world projects, including illustration, design, and typography.

Course Competencies:

Competency 1: The student will create rectilinear and curvilinear shapes and lines during guided lessons and assignments by:

1. Drawing the shapes and lines using industry-standard vector illustration software's drawing tools
2. Coloring their interior spaces and perimeter lines with solid colors, gradients, or no color
3. Editing the curves and anchor points using the software's editing tools
4. Selecting entire shapes, multiple shapes, individual points, segments, and Bezier control handles using the software's selection tools

Competency 2: The student will create illustrations using Bezier curves during guided lessons and assignments by:

1. Drawing straight line segments, curved line segments, corner points, smooth arc points, and cusp points using the software's drawing tools
2. Organizing several related shapes using groups and layers

Competency 3: The student will design several portfolio-quality illustration projects

incorporating the software's illustration techniques by:

1. Creating illustrations using flat colors and overlapping shapes using the software's drawing tools
2. Illustrating objects using gradients, blends, gradient meshes, patterns, and various brushes
3. Integrating typography within illustrations
4. Clipping multiple shapes within one containing shape and cutting holes within shapes
5. Transforming shapes by scaling, rotating, reflecting, and shearing them
6. Incorporating transparency and blending effects into areas of the illustration

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities