Course Outline

Course Description
30 Hours / 10 Classes - An in-depth exposure to Digital Illustration programs, focusing primarily on Adobe Illustrator, with an emphasis on "real world" techniques in the print, multimedia, and internet industries. This course refines basic knowledge in order to develop skills that can be used in a production environment.

Prerequisites
Digital Illustration I or equivalent, with elementary artistic interest and skills, and excellent Mac/Win experience.

Course Rationale
As part of the Digital and Visual Communications Program, Digital Illustration II (DIGIL2) gives the student an intermediate to advanced "real world" look at Illustrator, an industry standard software package, as well as an opportunity to put learned skills into action with the designing of logos, diagrams and other digital artwork.

Course Accreditation
This course is not part of any official design program, but students who fulfill all the requirements will be given a Certificate of Completion.

Objectives
General Objective - To improve and practice various Digital Illustration artistic skills and techniques;

Specific Objective - To create artwork and diagrams that go beyond the basics, and to put into practice previously learned knowledge.

Modes of Instruction
Classroom teaching format will be a short lecture/demo followed by an in-class assignment or practice session. Remaining time is devoted to lab work on assignments or, as time permits, personal projects that relate to the subject matter.

Student Requirements
Active class participation with tangible results (i.e. demonstration of comprehension, completion of exercises) will be required.

Attendance - any class missed is the students' responsibility.
No more than TWO (2) missed classes.

Evaluation and Grades
Evaluation will be based on class participation and in-class exercises, as well as the students' own self-evaluations. The class as whole may influence specific factors and criteria. Final marks will be pass/fail only.

Required Course Materials
No specific books are required for this course, although the use of written reference materials is encouraged. Students are also encouraged to use the Internet to locate other resource and training materials, and the instructor will provide a reference web page.

Instructor Availability
The instructor will usually be available before and after class for questions and concerns.

CLASS	TOPICS	EVALUATION
Class 1 Intro	Discussion of procedures and objectives; student skill assessment Review of concepts, techniques, menus and tools; Practice – Using Illustrator to duplicate existing images in a digital form.	Class participation Assignments TBD
Class 2 Shapes	Using shapes and path tools to create efficient illustrations Creating complex signage and iconic symbols Creating complex designs with mesh & warp transforms	Class participation Symbolic/iconic movie poster
Class 3 Text	Creating logos and customizing text; text design and manipulation Creating a corporate identity around a central wordmark design Color and purpose variants Using layers/artboards to create variations	Class participation Brand identity in multiple configurations
Class 4 Hybrids	Creating hybrid illustrations with textures, symbols, patterns Converting source images for illustrator use Integrating images with illustrations Transparency and masking techniques	Class participation Illustrator art from photo source
Class 5 Color	Using complex color combinations and gradient meshes Creating "realistic" color transitions Blending tools and modes	Class participation Sci-fi artwork
Class 6 Brushes	Using Illustrator brushes for artistic compositions Creating "paintings" with vector artwork Transitioning art elements	Class participation `Traditional' painting with Illustrator
Class 7 3D	Using Illustrator to create diagrams and artwork with depth Creating illustrations via 3D and Perspective tools Rapid prototyping with 3D	Class participation City scape illustration
Class 8 Styles	Creating artwork of a certain style (art deco, comic book, etc.) Blending and compositing multiple elements	Class participation Manga/Art-deco
Class 9 Layout	Using Illustrator for complex. precise layouts Creating artwork for advertising, PR, communication	Class participation Promotional artwork
Class 10 Design	Using Illustrator to create artwork for other applications Using Illustrator to design interfaces for applications and web Course debriefing.	Class participation Elements placed in other applicatons.

Statement on commitment to safe and respectful learning environments

The Nova Scotia Community College is committed to the belief that all students and employees of the Nova Scotia Community College have the right and responsibilities to learn and work in a safe environment that is conductive to learning and teaching. The Nova Scotia Community College is committed to ensuring fair and equitable treatment of all members of its community, while maintaining the academic integrity of programs and curriculum and an academic climate conductive to learning and free from disruptive or inappropriate behaviour.

Reference to Disability Services supports

The Nova Scotia Community College is committed to providing reasonable, equitable, and safe accessibility to programs and services offered by the College to students with documented disabilities. If you are a student with a disability who would benefit from educational support services, you are strongly encouraged to contact your Training Coordinator as soon as possible.

Academic Honesty

Academic honesty and integrity are highly valued at the College as being essential to students as both learners and as potential members of their chosen occupation.

Academic dishonesty includes, but is not limited to, the following:

1)   Cheating on tests, assignments, or reports;

2)   Plagiarism, which is defined as the act of presenting creative and intellectual materials of another as one's own work. (Instructors should distinguish the difference from collaboration and cooperation on a group assignment)

3)   Theft of materials;

4)   Purchase, sale, or possession of stolen materials;

5)   Purchase or sale of materials used for the purpose of misleading or to obtain an unfair advantage;

6)   Use of unlicensed software;

7)   Dishonesty in any way when representing the College as a student of the College.

The College considers any such academic dishonesty to be a serious offence. Instances of academic dishonesty will result in automatic failure for the piece of work involved. Further disciplinary action may be taken and may range from a formal written warning or temporary suspension for first-time offences to dismissal from the program for repeat offences.