

# Adobe Illustrator CS5

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## Welcome

Welcome to the online “Adobe Illustrator CS5” course offered by Vancouver Island University. Have fun with it. If this is your first on-line class experience, be prepared for an entirely new type of learning and a different way of communicating with your classmates.



I grew up in Winnipeg, where I earned a degree in Social Work (1972). Later, after moving to Vancouver, I studied at BCIT part-time, and earned a degree in Human Resource Management (1993). Over the years I have worked for a number of large corporations and local government in the areas of accounting, law, human resources and communications.

I began teaching part-time at BC Institute of Technology in 1994. Over the course of ten years that teaching schedule grew, until I was teaching Scanning/Colour Correction, PhotoShop, Illustrator and InDesign. For five years I worked extensively with the FAS/E Support Network of BC doing research, writing, and graphic design work, including the production of a quarterly 24-page newsletter. Several years ago I completed the design/layout of a 170-page book on fetal alcohol syndrome, and the research and writing of a 1,200 page technical manual on this same topic.

I moved to Gabriola Island ten years ago. I have worked with Islands Trust, the Arts Council, the local newspaper (*Gabriola Sounder*), and have also done some work for a local book publishing company. I do some private tutoring, and have a small client base who I design print material for. Two years ago I accepted the position of Manager, Gabriola Island Chamber of Commerce after three years as a director. (It is true, volunteering can lead to a full job position!)

The nature of the residents of Gabriola Island (“The Isle of the Arts”) has presented me with many new opportunities... creating promotional material, brochures and posters for local artists. I look forward to teaching this and several other courses on-line, from the comforts of my home, surrounded by my always entertaining cats, Tigre and Biscuit (ps Most of my typing errors are as a result of working around a sleeping feline, or at least that is what I tell everyone.)

## Getting started

During this course you will be required to complete a number of projects. You’ll create basic geometric objects, draw things like tables and chairs, create envelopes and clipping masks, create patterns and even 3D objects. You’ll learn how to draw in perspective and create compound paths. I’ll teach you how to take a CD of clip art and change it to suit your needs. You may want to go buy one CD of vector clip art (really study the CD to ensure it is “vector”), so you’ll have loads of vector art to work with. In either case, I’ll also supply you with some and your Illustrator application comes with many samples.

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## Our Moodle classroom

Our Moodle space is our online classroom. Here you'll find the following:

**News Forum** - The news forum is a general discussion forum used for the delivery of class news and events. Check here for any date changes or news of general class interest.

**Course Syllabus** - You are currently reading the Course Syllabus. It will be posted in your online classroom to give you an overview of the online classroom setup and the week-by-week schedule for your class.

**Water Cooler** - The Water Cooler is a discussion area used for non-course-related topics.

**Lectures** - delivered as pdf's, these should be easily viewable. If you have any problems, please let the instructor or administrator know.

**Additional Reading** - Over time students have asked for additional reading or expansion on certain topics. Please read this material if it is of interest to you, or if it is a required reading assigned by your instructor.

**Web Page Links/Resources** - Related links. Visit them for even more information.

**Assignment and posting of assignment instructions** - The Assignment area is where you will upload your completed assignments. **Note: If more than one file is required, you will need to zip them before uploading. Or they can be posted, one at a time, in a "Post your assignment here" area created for that purpose.**

**Sample files** - There may be sample files included related to your weekly lesson or assignment.

**Discussions** - Be sure to visit the Discussion area for each week's lesson. From time to time topics will be posted for that week's lesson. You will be expected (as part of your grading for the course) to contribute. For more information on what's expected here, see the 'Grading criteria' area found on page 4 of this document.

## Course description

**Course Title:** Adobe Illustrator CS5

**Instructor Contact Info:** Carol Ramsay via email only using Moodle class email.

**Technical Support:** Online Development Team, Vancouver Island University, Nanaimo, [online@viu.ca](mailto:online@viu.ca)

**Administrative Support:** Julie Hewitt Clarke, Manager, Continuing Education, Vancouver Island University, Powell River Campus, [Julie.Clarke@viu.ca](mailto:Julie.Clarke@viu.ca); 604-485-8032 (Powell River); 604-485-2868 (fax); 1-877-888-8890 (toll-free).

This five week on-line course offers a practical introduction to using Adobe Illustrator CS5. This course will provide you with valuable hands-on practice with this powerful graphics software program. You'll learn how to create editable and scalable vector artwork in Illustrator CS5, using advanced painting and drawing techniques and all of your type tools.

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In this highly interactive course, you'll gain valuable experience with Illustrator's drawing tools and image editing features. You'll practice drawing and tracing with the Pen tool, and you'll learn how to fine-tune the contours of any line. You'll learn how to use pathfinders and compound paths to create sophisticated drawings. You'll learn how to work with colour, use shortcuts for applying colour to images, and use filters and effects to apply texture, colour adjustment, 3D, artistic, shape and stylistic changes to objects and images.

This course is filled with real-world assignments that will challenge you and help you hone your new skills. And you'll be free to work at your own level, whether you're just getting started with Illustrator or looking for more practical experience with Illustrator CS5.



## Text & materials

Illustrator CS5, Visual Quickstart Guide by Elaine Weinmann and Peter Lourekas. The instructor will also provide a weekly lecture and additional drawing exercises, as well as a list of books and web resources that students may find helpful.

## Goals & objectives

1. To introduce students to the intricacies of vector graphics including how to use type tools, drawing tools, the pen, pencil and brush tools, pathfinders, filters, effects, liquify tools, transformation tools, symbols, symbol typefaces, graphic styles and blends.
2. To provide students with an opportunity to work on a wide variety of drawings, some incorporating raster artwork. The instructor will provide step-by-step instructions on how to create everything from a 3D table to a meandering highway to a field of flowers or a booming subdivision.
3. To provide students with the tools and self-confidence to take on any vector drawing project or the manipulating of an existing one such as a CD full of vector images.

## Grading criteria & components of a grade

Each student will be graded by earning points for class participation, for assignments, and for the final examination. Grades will be assigned as follows:

97 - 100 points = A+

93 - 96 points = A

90 - 92 points = A-

87 - 89 points = B+

83 - 86 points = B

80 - 82 points = B-

77 - 79 points = C+

73 - 76 points = C

70 - 72 points = C-

65 - 69 points = D

Less than 65 points = Fail

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## Point distribution

### **Participation in class discussions: 10 points possible**

Students should participate in class discussion by posting their comments or questions and by responding to at least one other classmate each week. The instructor expects each student to contribute at least one thoughtful, quality posting per week (including the response to a classmate). Just logging on and reading other people's postings is not considered participation, nor is mere agreement with others' postings.

**Quality of participation** is more important than their sheer frequency, length or grammatical form.

Quality includes, but is not limited to:

- a) commentary on the lecture for the current topic;
- b) detailed sharing of a student's experience or research relative to the week's topic;
- c) opinions on the topic that are backed with compelling facts and reasoning;
- d) raising questions that help the class better understand the topic, particularly by proposing; and explaining implications that might have been overlooked in the lecture, or in previous discussion.

Quality participation also means conveying your experience, research, opinions, questions or commentary in a professional manner. Comments on projects produced by other students is an important part of the learning process. Comments must be made in a respectful and constructive manner. Disagreements among students are expected and often valuable, but they should be expressed tactfully, not in a confrontational tone.

### **Assignments: 70 points possible**

Points per assignment are listed in the Course Schedule, Assignment instructions will be found in the assignment instructions found in each weekly outline. Completed assignments should be posted in the Assignments area as described in the assignment instructions. or in the General Discussion area, whichever works best for that assignment. Please do not send completed assignments to the instructor's email box. Use only Illustrator documents (.ai extension). *Do not convert to a pdf as you may have done in previous classes.*

**Late assignments** will automatically have one point subtracted for each day late, unless prior arrangements have been made with the instructor for late submission due to extenuating circumstances.

### **Final examination/ Assignment: 20 points possible**

Instructions for the Final Exam/assignment will be posted in the Week 5 lecture, and are to be submitted through the Assignments area by the due date listed in the Final Exam instructions.

## Final grade in class

Your unofficial grade in the class will be available to you no later than one week after the class ends, either posted in the 'Grades' area on your course site or emailed to you directly by the instructor.

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## Course Topics and Assignments



**Week 1 Topic:** Learn how to create new layers and basic shapes, use filters and change fill and stroke colours. Also included, a short introduction on how to use the Pen tool.

**Week 1 Assignment:** See posted assignment in Moodle and/or at the end of this lecture material. (10 points possible)

**Reading:** Instructor's lecture in course Content and sections from the Quick Start Manual.

**Discussion:** Pose questions on this week's topics and respond to at least one other student's comments on the topics presented in this class or any others that seem appropriate.

**Week 2 Topic:** Learn how to create grouped objects, work with symbols, use and change graphic styles, use the Appearance panel to make changes, use the Pen tools and use the Liquify tools.

**Week 2 Assignment:** See posted assignment in Moodle and/or at the end of this lecture material. (15 points possible)

**Reading:** Instructor's lecture in course content and sections from the Quick Start Manual.

**Discussion:** Pose questions on this week's topics and respond to at least one other student's comments on the topics presented in this class or any others that seem appropriate.

**Week 3 Topic:** Learn how to setup the document with guides and grids, fill items with patterns, use the eyedropper to sample colour and use the Gradient tool and panel. Learn how to draw with the Pencil tool, and use the Smooth and Eraser tools to manipulate drawn lines. Learn how to use, create new and change brush attributes. Learn ways to split paths to create interesting graphics. Work with Type tools and take a symbol typeface and turn it into a graphic object.

**Week 3 Assignment:** See posted assignment in Moodle and/or at the end of the lecture material. (15 points possible)

**Reading:** Instructor's lecture in course content and sections from the Quick Start Manual.

**Discussion:** Pose questions on this week's topics and respond to at least one other student's comments on the topics presented in this class or any others that seem appropriate.

**Week 4 Topic:** Use Join and Average, Pathfinders and Effect/Pathfinders to join drawn items together and create compound paths and shapes. Use masks on photos. Use transformation tools and learn to draw in perspective. Create blends and learn how to manipulate their spines.

**Week 4 Assignment:** See posted assignment in Moodle and/or at the end of this lecture material. (15 points possible).

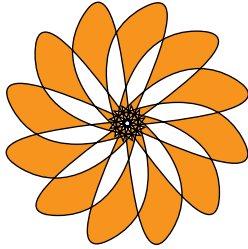
**Reading:** Instructor's lecture in course content and sections from the Quick Start Manual.

**Discussion:** Pose questions on this week's topics and respond to at least one other student's comments on the topics presented in this class or any others that seem appropriate.

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Course topics &  
assignments... cont'd



**Week 5 Topic:** Work on filling a stroke with patterns and turning a stroke into a compound path. Create new patterns and edit patterns. Create 3D objects easily. Work with the Stylize function and other effects and filters. Create a gradient mesh and envelopes. Learn how to create an opacity mask, how to rasterize and why and how to create a clipping set. Prepress troubleshooting tips are also discussed.

**Week 5 Assignment:** See posted assignment in Moodle and/or at the end of this lecture material. (15 points possible)

**Final Exam:** 20 marks

**Reading:** Instructor's lecture in course content and sections from the Quick Start Manual.

**Discussion:** Pose questions on this week's topics and respond to at least one other student's comments on the topics presented in this class or any others that seem appropriate. The instructor will provide feedback and points on graded assignments within one week of the due date of that work, unless otherwise noted in the assignment instructions. Late submissions may take longer. Feedback and points will either be posted online via the 'Grades' area. Your official final grade will be sent to you via 'snail mail'.

## Feedback Schedule

The instructor does not normally participate in real-time chat discussions, but students are welcome to use this feature on their own.

The instructor normally logs on at least once daily, every day of the week, although she may log on more often than once a day. Exceptions will be posted as they arise.

The instructor's office hours are anytime via her Moodle email.

## Student Conduct

Vancouver Island University students are expected to behave in a responsible manner respectful of the learning environment inside the classroom, whether attending in person or online. This policy applies to all Vancouver Island University campus and off-campus locations where Vancouver Island University sponsored activity is occurring. For further information, link to Vancouver Island University's Student Conduct Code pages.