

APPLIED SCIENCE AND MANAGEMENT

MMC123

Digital Illustration

3 Credits

Winter, 2021



COURSE OUTLINE

MMC123 DIGITAL ILLUSTRATION

3 CREDITS

PREPARED BY: Jon Gelinias, Instructor Multimedia Communication

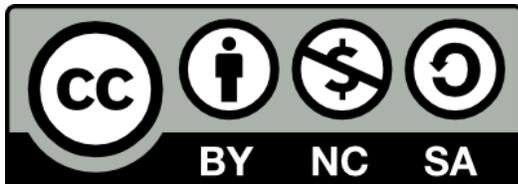
DATE: October 30, 2020

APPROVED BY: Ernie Prokopchuk, Interim Dean

DATE: November 11, 2020

APPROVED BY SENATE: Click or tap to enter a date

RENEWED BY SENATE: Click or tap to enter a date



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DIGITAL ILLUSTRATION

INSTRUCTOR: Jon Gelinias

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TELEPHONE: (867) 668-8766

OFFICE HOURS: M, W, Th 10am-12pm

CLASSROOM: T1030A

TIME: Monday, 1-4pm

DATES: Jan 4. – Apr. 28

COURSE DESCRIPTION

This course will provide a comprehensive understanding of vector drawing with Adobe Illustrator. Students will learn to create, edit and transform vector objects and apply them in several industry standard multimedia communication contexts. There will also be a focus on how to convert artwork, drawings and bitmap images into editable, vector formats.

PREREQUISITES

None

RELATED COURSE REQUIREMENTS

It is not required that you own a computer, however acquiring the appropriate hardware and course software are suggested for optimal learning. Students should purchase a USB flash drive or external hard drive to backup and transfer files to and from home or be prepared to utilize cloud storage options.

If you are considering purchasing a computer and/or software for the course, please consult with your instructor to ensure that it meets the needs of the program.

Students should be comfortable working on the Apple computer operating system as all classes and assignments will be created and delivered digitally.

EQUIVALENCY OR TRANSFERABILITY

This course is new/newly developed/recently re-developed, and its transferability is still being evaluated. Receiving institutions always determine course transferability. Further information and assistance with transfers may be available from the School of X.

LEARNING OUTCOMES

The successful completion of this course indicates that the student has reliably demonstrated the ability to:

- Create shapes using primary pen tool techniques
- Organize layers, paths and sub-paths
- Transform and coordinate objects for complex art and imagery
- Prepare work for output to various media, including print and web
- Use design elements effectively
- Image trace original drawings, artwork and bitmap images into vector formats

COURSE FORMAT

Conventional lecture and demonstration methods are used to present the theory portion while hands-on demonstrations, projects and assignments are utilized to reinforce and compliment the theory.

ASSESSMENTS:

Attendance & Participation

Regular attendance and participation are expected. The class often involves in-class activities and explanations to demonstrate and reinforce the concepts and skills covered. The learning in these exercises cannot be duplicated and missing classes will be reflected in your participation grade.

If you must miss class, please inform the instructor ahead of time, if at all possible. It is the student's responsibility to take notes, to obtain missed assignments, announcements or material handouts for any class they have missed.

Missed deadlines and/or presentations will need to be granted an extension or rescheduled at least 1 week prior to the due date. A doctor's not may be required if the student is unable to provide sufficient notice.

Students are expected to review topics, readings and videos prior to class as outlined in the syllabus.

Assignments

Students are given assignments during or following most classes. Assignments are to be completed using the approved software that is available in the Multimedia lab. If students choose to work outside the lab, or on their own computer they need to ensure their software is current and approved by the instructor.

Assignments are delivered and submitted through the Course page on Moodle.

Tests

Quizzes will be given periodically through the term to help ensure that crucial course material has been completed and understood. These quizzes will test both theoretical knowledge and software skills.

Final Project

This project will require the student to demonstrate their understanding and application of all course concepts and software skills in order to ensure they have met the learning outcomes.

EVALUATION:

Assignments	65
Term-long Assignment	15
Final Project	20
Total	100%

REQUIRED TEXTBOOKS AND MATERIAL

No textbook is required for this course.

Selected online resources and readings will be provided in class.

Though not required, the Adobe Illustrator CC Classroom in Book series of textbooks (from 2013-2020) is suggested for reference (especially if you are not comfortable

researching and reading online content).

ACADEMIC AND STUDENT CONDUCT

Information on academic standing and student rights and responsibilities can be found in the current Academic Regulations that are posted on the Student Services/ Admissions & Registration web page.

PLAGIARISM

Plagiarism is a serious academic offence. Plagiarism occurs when a student submits work for credit that includes the words, ideas, or data of others, without citing the source from which the material is taken. Plagiarism can be the deliberate use of a whole piece of work, but more frequently it occurs when students fail to acknowledge and document sources from which they have taken material according to an accepted manuscript style (e.g., APA, CSE, MLA, etc.). Students may use sources which are public domain or licensed under Creative Commons; however, academic documentation standards must still be followed. Except with explicit permission of the instructor, resubmitting work which has previously received credit is also considered plagiarism. Students who plagiarize material for assignments will receive a mark of zero (F) on the assignment and may fail the course. Plagiarism may also result in dismissal from a program of study or the University.

YUKON FIRST NATIONS CORE COMPETENCY

Yukon University recognizes that a greater understanding and awareness of Yukon First Nations history, culture and journey towards self-determination will help to build positive relationships among all Yukon citizens. As a result, to graduate from ANY Yukon University program, you will be required to achieve core competency in knowledge of Yukon First Nations. For details, please see www.yukonu.ca/yfnccr.

ACADEMIC ACCOMMODATION

Reasonable accommodations are available for students requiring an academic accommodation to fully participate in this class. These accommodations are available

for students with a documented disability, chronic condition or any other grounds specified in section 8.0 of the Yukon University Academic Regulations (available on the Yukon University website). It is the student's responsibility to seek these accommodations. If a student requires an academic accommodation, they should contact the Learning Assistance Centre (LAC): lac@yukonu.ca.

TOPIC OUTLINE

Please see your course page on for full breakdown of topics covered and assignment dates. The list below is meant to serve as a high-level overview of topics covered and may adjust throughout the semester.

Class	Date	Topics Covered
1	Jan. 4	The Illustrator interface and capabilities
2	Jan. 11	Selecting and Aligning
3	Jan. 18	Creating and Editing Shapes
4	Jan. 25	Transforming Objects
5	Feb. 1	Drawing with the Pen and Pencil Tools
6	Feb. 8	Colour and Painting
7	Feb. 15	Live trace and Colouring Images
	Feb. 22	NO CLASS – Reading Week
8	Mar. 1	Working with Type and Layers
9	Mar. 8	Blending Colours and Shapes
10	Mar. 15	Working with Brushes
11	Mar. 22	Perspective Drawing and Gradient Mesh
12	Mar. 29	Applying Effects
	Apr. 5	NO CLASS – Easter Monday
13	Apr. 7	Review and Final
Exam Period runs from April 14-28		