



ADOBE ILLUSTRATOR I — GRDT 1410

A. Course Description

- **Credits:** 3.00
- **Lecture Hours/Week:** 2.00
- **Lab Hours/Week:** 1.00
- **OJT Hours/Week:** 0
- **Prerequisites:** None
- **Corequisites:** None
- **MnTC Goals:** None

This course is a comprehensive look into the drawing tools of Adobe Illustrator, a computer illustration application. Students will develop skills using the basic drawing tools. Use of the transformation tools, templates, layers, spot and process color, and file output will be emphasized.

B. Course Effective Dates: 1/12/15 – Present

C. Outline of Major Content Areas

As noted on course syllabus

D. Learning Outcomes

1. acquire images
2. apply features to type
3. apply filters and effects
4. apply keyboard commands
5. apply registration and cropping marks
6. create illustrations from existing drawings
7. create thumbnails and comprehensive sketches
8. set up color modes
9. set up for printing
10. set up, edit and export art boards
11. the symbol panel
12. use align and distribute panels
13. use brushes
14. use custom color palettes
15. use fill and stroke features

16. use image tracing tools
17. use layer controls
18. use path features including pathfinder panel and clipping paths
19. use rulers, grids, guides and smart guides
20. use the Bezier tool and finesse strokes
21. use the freehand drawing tools
22. use the graph tools
23. use the selection tools
24. use the shape tools
25. use the transformation tools

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

F. Learner Outcomes Assessment

As noted on course syllabus

G. Special Information

None noted