CIS 233 Vector Graphics
Spring Semester 2012

Course Description: Students will learn how design vector graphics for animation, presentation, applications and Web sites using Adobe Illustrator CS5.

Course Objectives:

$\Rightarrow$ To manipulate and create graphics for print and web use;
$\Rightarrow$ Demonstrate a working knowledge of software program used to create graphics;
$\Rightarrow$ Practices concepts of good vector graphic design
$\Rightarrow$ Interpret and synthesize information resulting in problem solutions;
$\Rightarrow$ Apply concepts learned to independent challenge problems;
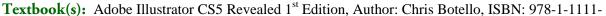
Instructor: Ms. Diane R Keller
Office: Thatcher 211
Office Hours: T, TH 11:00-11:50 am, 2:00-3:00pm
Phone: 701-228-5453
Email: diane.keller@dakotacollege.edu

Lecture/Lab Schedule: MWF 1:00-1:50pm / Thatcher Hall 214

Textbook(s): Adobe Illustrator CS5 Revealed 1st Edition, Author: Chris Botello, ISBN: 978-1-1111-3044-2
USB Drive

Prerequisite: Introduction to Computers or Equivalent computer experience

Course Requirements: Instruction procedures include lecture, demonstrations, class discussion, daily assignments, tests and final project

Grading Methods
Grades will be determined from points
Assignments
Tests
Final project

Grading Scale
A = 90%
B = 80%   accumulated:
C = 70%
D = 60%
F=59% $\Downarrow$

Grades will be calculated by dividing total points earned by total points available from assigned work.

Tentative Course Outline:

Getting Started with Illustrator

$\Rightarrow$ Creating Text and Gradients
$\Rightarrow$ Drawing and Composing an Illustration
$\Rightarrow$ Transforming and Distorting Objects
$\Rightarrow$ Working with Layers
$\Rightarrow$ Working with Patterns and Brushes
$\Rightarrow$ Working with Filters, Gradient Meshes, Envelopes, and Blends

- ⇒ Working with Transparency, Effects, and Graphic Styles
- ⇒ Creating Graphs in Illustrator
- ⇒ Creating 3D Objects
- ⇒ Preparing a Document for Prepress and Printing
- ⇒ Drawing with Symbols
- ⇒ Preparing Graphics for the Web

Relationship to Campus Theme: (Nature Technology and Beyond)

The course focuses on knowledge and application of technology

Classroom Policies:

- ⇒ Students are required to complete all class activities.
- ⇒ Attendance is required. Quizzes and tests cannot be made-up. Exceptions may apply when students are excused because of a school function or if an emergency arises. Arrangements must be made with the instructor prior to class time. Excused absences will be handled on an individual basis.
- ⇒ Assignments are due at the designated time, even if you will be or were absent. Late assignments will not be accepted.
- ⇒ Bring your textbooks, and writing tools each day to class. It is recommended that each student have a pocket folder in which to keep assignments.
- ⇒ Bring a positive, cooperative attitude to class each day.
- ⇒ Using the computer for gaming, chatting or activities other than the program required for class is prohibited. People who do so may be asked to leave the classroom.
- ⇒ Turn off cell phones and other electronic devices, as they are distracting to everyone in the room.

Academic Integrity:

Students are responsible for submitting their own work. Students who cooperate on oral or written examinations or work without authorization share the responsibility for violation of academic principles and the students are subject to disciplinary action even when one of the students is not enrolled in the course where the violation occurred. (Student handbook p.19)

- ⇒ Students will receive no credit for work that fails to meet standards of academic integrity.
- ⇒ If a person participates in academic dishonesty more than once, the result will be an F for the course.

Disabilities and Special Needs: If you have a disability for which you need accommodation, contact me within the first week of the semester. Learning Center disability support services are available also: phone 701-228-5477 or toll-free 1-888-918-5623.