WILLIAM RAINNEY HARPER COLLEGE
CAREER AND TECHNICAL PROGRAMS DIVISION
GENERAL COURSE OUTLINE

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<td>GRA 112</td>
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<td>DIGITAL ILLUSTRATION I</td>
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COURSE DESCRIPTION
Presents vector graphics software and its applications to the graphic arts industry. Explores tools and functions within the current software. Focuses on creating illustrations, working with type, color, and all tools needed to create multi-colored illustration and separation. Emphasizes techniques to create illustration files for use in digital print production. Computer skills are required for success in this course.

TOPICAL OUTLINE
I. Basics of Current Digital Illustration Software
II. Tools and Commands Within Program
III. Developing Vector Images
IV. Utilizing Prepress Tools
V. Type
VI. Blending Shapes and Colors
VII. Layers
VIII. Combining Photoshop, Illustrator, and QuarkXpress
IX. Image Output

METHOD OF PRESENTATION
1. Lecture with use of computer overhead
2. In-class lab work
3. In-class problem solving and discussion

STUDENT OUTCOMES (The student should...)
1. Demonstrate knowledge of current software.
2. Understand program tools and functions.
3. Work with color and shapes.
4. Work with type.
5. Develop skills in vector graphics creation.
6. Develop skills in outputting.

METHOD OF EVALUATION
1. Lab assignments
2. Tests and quizzes

TEXTBOOK/INSTRUCTIONAL MATERIALS

PREPARED BY: Patricia Bruner, Coordinator

Dated: Spring 2016