Intro to Computer Graphics ARTC 1325
Course Outline

(Note: the outline is in the order we will learn, not necessarily the order of the chapters in the book. Refer to Modules for the chapters associated with each topic.)

Week	Topic	Material to be Covered
1.	**Discuss Syllabus, Class Expectations, Overview of course**	• Introductions • Syllabus • Code of Conduct • Expectations • **Overview** of Illustrator • **Terminology**
2.	**Create Shapes**	• Work with objects and smart guides • Create basic shapes • Apply **fill and stroke** colors to objects • Select, **move, copy and align** objects • **Transform** objects • Work with multiple **artboards** • Create and save files
3.	**Draw**	• Draw geometric shapes, lines • Draw freehand • Draw curved lines with **PEN TOOL!** • Draw elements of an illustration
4.	**Colors and Fills**	• Create colors and **gradients** • Apply colors and gradients to text • Adjust a gradient • Creating patterns
5.	**Complex Shapes**	• Offset and outline paths • Create compound paths • Work with the Pathfinder panel • **Combine** using Shape Builder tool • Create clipping masks • Use **Live Trace** and the **Live Paint**

6.	**Refine Strokes** **Apply Effects**	• Work with the **Brushes panel** • Work with scatter brushes • Compare the **Paintbrush** tool to the **Blob Brush** tool • Enhance artwork with brushes and width tool • Apply **effects**/**appearances** to objects • Stroke objects for artistic effect
7.	**Exam 1**	• Shapes, Draw, Live Paint, and Effects
8.	**Design with Type**	• Create and format **text** • Flow text into an object • Position text on a path
9.	**Symbols and Blends**	• Create **symbols** • Place symbol instances • Modify symbols and symbol instances • Create symbol instance sets • Modify symbol instance sets • Work with **envelopes** • Create **blends**
10.	**Perspective/3D Effects**	• Extrude objects • Revolve objects • Manipulate surface shading and lighting • Map artwork to **3D** objects • Work with a perspective grid
11.	**Exam 2**	**All things type – point, warped, circular, threaded, and outlined.**
12.	***Bitmaps**	• Embed rasters or save as raster • Use **Live Trace** and the **Live Paint**
13.	**Managing Documents**	• Explore color theory and resolution issues • **Manage color**

		- Work in CMYK mode - Specify spot colors - Create crop marks - Create bleeds - Save a file as a PDF
14.	***Output**	- Explore color theory and resolution issues **Manage color** - Work in CMYK mode - Specify spot colors - Create crop marks - Create bleeds - Save a file as a PDF
15.	**Create Logo**	Create a personal logo for your own company
16.	**Final Exam Corporate Identity**	Create Logo for Corporate Identity
	Indicated topics that may be optional due to time permitting	