Adobe Illustrator

Level 3: Student has explored previously; second pathway specific course

Pathway(s): Design & Multimedia Arts; Digital Media and Communication; Production and Managerial Arts; Web Design; Business and Marketing

Description

This course concentrates on the high-end capabilities of Adobe Illustrator as an illustration, design and vector drawing tool. Students learn how to use the tools to create digital artwork that can be used in web design, print media, and digital screen design. The course competencies and outline follow those set out by the Adobe Certified Associate exam in Graphic Design & Illustration Using Adobe Illustrator (2018).

Student Learning Outcomes

1. Working in the Design Industry

1.1 Identify the purpose, audience, and audience needs for preparing images.
   a. Determine whether content is relevant to the purpose, audience, and audience needs.
1.2 Communicate with colleagues and clients about design plans.
   a. Demonstrate knowledge of techniques for communicating about design plans with peers and clients.
   b. Demonstrate knowledge of basic project management concepts.
1.3 1.3 Determine the type of copyrights, permissions, and licensing required to use specific content.
   c. Identify legal and ethical considerations for using third-party content, such as copyright, permissions, and licensing.
   d. Identify when and how to obtain permission to use images of people and locations.
1.4 Demonstrate an understanding of key terminology related to digital images.
   a. Demonstrate knowledge of digital image terminology.
   b. Demonstrate knowledge of how color is created in digital images.
   c. Understand and use key terms related to multi-page layouts.
1.5 Demonstrate knowledge of basic design principles and best practices employed in the design industry.
   a. Communicate visually using the elements and principles of design and common design techniques.
   b. Identify and use common typographic adjustments to create contrast, hierarchy, and enhanced readability.
   c. Demonstrate knowledge of common photographic/cinematic composition terms and principles.

2. Project Setup and Interface

2.1 Create a document with the appropriate setting for web, print, and mobile.
   a. Set appropriate document settings for printed and onscreen images.
   b. Create a document preset to reuse for specific project needs.

2.2 Navigate, organize, and customize the application workspace.
   a. Identify and manipulate elements of the Illustrator interface.
   b. Organize and customize the workspace.
   c. Configure application preferences.
2.3 Use non-printing design tools in the interface to aid in design or workflow.
   a. Navigate a document.
   b. Use rulers.
   c. Use guides and grids.
   d. Use views and modes to work efficiently.
2.4 Import assets into a project.
   a. Open and import images.
   b. Place assets in an Illustrator document.
2.5 Manage colors, swatches, and gradients.
   a. Set the active fill and stroke color.
   b. Create and customize gradients.
   c. Create, manage, and edit swatches and swatch libraries.
2.6 Manage brushes, symbols, styles and patterns.
   a. Open and browse libraries of included brushes, symbols, graphic styles, and patterns.
   b. Create and edit brushes, symbols, styles, and patterns.

3. Organize Documents

3.1 Use layers to manage design elements.
   a. Use the Layers panel to modify layers.
   b. Manage layers in a complex project.
   c. Work with multiple layers.
3.2 Modify layer visibility using opacity and masks.
   a. Adjust a layer's opacity.
   b. Create, apply, and manipulate clipping masks.

4. Create and Modify Visual Elements

4.1 Use core tools and features to lay out visual elements.
   a. Create images using a variety of tools.
   b. Modify and edit vector images using a variety of vector tools.
4.2 Add and manipulate text using appropriate typographic settings.
   a. Use type tools to add typography to a design.
   b. Use appropriate character settings in a design.
   c. Use appropriate paragraph settings in a design.
   d. Convert text to graphics.
   e. Manage text flow across multiple text areas.
4.3 Make, manage, and manipulate selections.
   a. Select objects using a variety of tools.
   b. Modify and redefine selections using various methods.
   c. Group or ungroup selections.
4.4 Transform digital graphics and media.
   a. Modify artboards.

     b.   Rotate, flip, and transform individual layers, objects, selections, groups, or graphical elements.

4.5 Use basic reconstructing and editing techniques to manipulate digital graphics and media.
     a.   Apply basic auto-correction methods and tools.
     b.   Repair and reconstruct images.
     c.   Evaluate or adjust the appearance of objects, selections, or layers.
     d.   Use Image Trace to create vectors from bitmap graphics.

4.6 Modify the appearance of design elements by using effects and styles.
     a.   Use effects to modify images.
     b.   Create, edit, and save Graphic Styles.
     c.   Expand the appearance of objects.

5. Publishing Digital Media

5.1 Prepare images for export to web, print, and video.
     a.   Check document for errors and project specifications.

5.2 Export or save documents to various file formats.
     a.   Save in the native file format for Illustrator (.ai).
     b.   Save in appropriate formats for print or screen.
     c.   Export project elements.
     d.   Package an Illustrator project.

Additional Notes: This document was created based on the Exam Objectives for Graphic Design & Illustrator Using Adobe Illustrator CC (2018).