Level 5 Diploma in Graphic Design (991) 177 Credits

Unit: Illustrator	**Guided Learning Hours:** 200
Exam Paper No.: 3	**Number of Credits:** 20
Prerequisites: Keystroking ability. Knowledge of Windows terminology and mouse techniques.	**Corequisites:** A pass or better in Diploma in eCommerce & Web Design or Information Technology or equivalence.

Aim: Learners will learn how Adobe Illustrator can help create beautifully drawn vector graphics that can be used to create logos or graphics for the Web or print. After learning navigational tools and how to create and save images, learners will start to create ellipses, stars, rectangles, and much more. The unit illustrates how to use Adobe Illustrator to further transform and evolve vector artwork, including how to create, lock and organize layers, how to cut holes in and outline shapes, create custom shapes, clipping masks and opacity masks as well as apply shearing, rotation and reflection, how to create artwork that has a 3D appearance as well as transform, blend and liquefy multiple objects. Learners will also learn how to apply multiple strokes to shapes, apply spot color to grayscale images, create seamless patterns and create symbols to add multiple instances of an object to an illustration.

Required Materials: Recommended Learning Resources.	**Supplementary Materials:** Lecture notes and tutor extra reading recommendations.

Special Requirements: This is a hands-on unit, hence practical use of computers is essential. Requires intensive lab work outside of class time.

Intended Learning Outcomes:	Assessment Criteria:
1 Preparing files for successful distribution to the Web or commercial printer.	1.1 Describe how to place each layout, designated by guides, on its own layer in the document and show each layout individually by showing its associated layer.
	1.2 Explain and demonstrate how to modify a Web page to fit within the fold of a common 640 x 480 pixel format.
	1.3 Demonstrate the Crop Area feature, which isolates a specific object (or objects) from the other objects that reside in the document and to export JPGs.
	1.4 Describe how to make favorite colours, gradients, patterns, and painting attributes available in all new documents, by saving the items in the Illustrator startup documents.
	1.5 Identify the use of the Rectangular Grid tool to create rectangular-shaped grids, and the Polar Grid tool to create oval/round grids and objects.
	1.6 Identify how to create a single vanishing point perspective drawing.
2 Variety of tools and techniques for adding visual effects to illustrations.	2.1 Identify how to apply some of the more prominent effects that alter and/or enhance the appearance of vector paths.
	2.2 Explain how to utilise the raster-related options found in the Effect menu.
	2.3 Identify how to view and modify the appearance of a path painted with basic

			fills and strokes, or altered with any of the effects from the Effect menu.
		2.4	Demonstrate how to save composite effects, already applied to an object, in the Graphic Styles palette.
		2.5	Analyse new ways to create realistic blends that follow the contours of a specific shape.
3 The methods of producing symbols, techniques for modifying them and how both vector and raster images can be turned into symbols.		3.1	Identify how to apply some of the more prominent effects that alter and/or enhance the appearance of vector paths.
		3.2	Identify how to convert a variety of objects to symbols.
		3.3	Identify how to view and modify the appearance of a path painted with basic fills and strokes, or altered with any of the effects.
		3.4	Identify how to save composite effects, already applied to an object
		3.5	Identify how to access and save symbol libraries
		3.6	Demonstrate new ways to control how symbols appear
		3.7	Identify how to modify the tools behaviour and specific attributes.
4 Demonstrating everything from assigning layers to exporting the document to an animated format.		4.1	Identify the basic procedures necessary to create an animation in Illustrator: create the objects, assign the objects to layers, and export the document.
		4.2	Demonstrate how to create and build (cumulative) animation, where the first object appears, and then the second, third, and so on, until all the objects in the animation are visible on your screen.
		4.3	Create the Sequence animation, where one frame disappears as the next frame appears on the screen.
		4.4	Demonstrate how to create a photo animation and slideshow with comments.
		4.5	Explain new ways to create an animation using the Blend tool to create the in-between frames.
		4.6	Demonstrate the use of the symbols as animation objects using Release to Layers (Build).
		4.7	Describe the advantages of using symbols in animations that include multiple objects
5 The pitfalls of using gradients and how to avoid unsightly banding-visible lines and stripes that often appear in artwork incorrectly formatted for use on the Web.		5.1	Describe the use of the Save for Web dialog box to save Illustrator objects to a variety of popular Web-compliant formats
		5.2	Describe how to pinpoint and correct banding and use various methods to create high-quality Web images with small file sizes so they load quickly in a

			browser
		5.3	Identify how to clean up the unsightly anti-aliased edges of a Web graphic
		5.4	Identify how to draw objects and apply image maps by assigning URLs
		5.5	Describe how to use the Save for Web option to save an Illustrator document's images and text to a Web page
		5.6	Identify the use of slicing techniques to isolate various parts of a Web page into separate sections that load quickly in a browser
		5.7	Examine anti-aliased images, and observe the obvious blemishes that appear when placing an image on a Web page with a colored background, as well as several effective methods for rectifying this problem
6	Static SVG images, which remain still and do not animate, as well as the benefits of these images features, such as scaling and moving the images around on a Web page.	6.1	Identify how to create a static (non-animated) SVG image and place it in a browser window
		6.2	Demonstrate how to use SVG and JavaScript to add interactivity in the form of a color change (rollover event)
		6.3	Describe the proper use of naming conventions to simplify the development process
		6.4	Explain the intermediary event JavaScript functions
		6.5	Demonstrate how to embed an SVG file into an HTML document
		6.6	Explain how to apply SVG filters to objects in an SVG file to create a Web button
7	Connecting an Illustrator document to external XML files, and how the process updates any elements in the document assigned to variables.	7.1	Explain the important concept of connecting an external information file to an Illustrator document and rearranging its objects
		7.2	Identify assigning variables to the elements of an *ad*; changing the XML variables and changing the ad
		7.3	Demonstrate assigning variables to objects in various layouts and saving them to data sets
		7.4	Explain how database information changes the text and graphic elements in a dynamic Illustrator document
		7.5	Demonstrate how to create one of the more popular graphs and see how easy it is to apply and modify the information it contains
		7.6	Demonstrate how to apply graph data to custom Illustrator Objects
8	Using Photoshop-related filters, palettes, and techniques in Illustrator and combing the two programs to produce effects that neither could	8.1	Demonstrate how to prepare text in Illustrator and copy the text to a Photoshop TIF file

		8.2	Identify how to create objects that become transparent, which are then combined with masked objects
		8.3	Explain the Actions palette and identify how to use preexisting actions and apply them to Illustrator objects
create individually.		8.4	Identify how to create and add own actions
		8.5	Describe how to build an action with named objects
		8.6	Identify how to combine Illustrator documents into one PDF file, modify an Illustrator document and update the PDF file

Methods of Evaluation: A 2½-hour written examination paper with five essay questions, each carrying 20 marks. Candidates are required to answer all questions. Candidates also undertake coursework/projects in Illustrator.

Recommended Learning Resources: Illustrator

Text Books	• How to be an Illustrator by Darrel Rees and Nicholas Blechman. ISBN-10: 1856695301 • Illustrator CS2 in Easy Steps: For Windows and Mac (In Easy Steps). ISBN-10: 1840783028
Study Manuals	BCE produced study packs
CD ROM	Power-point slides
Software	Adobe Illustrator