8/10/2023 DATE

☑ REQUIRED COURSE
☑ ELECTIVE COURSE

Business DIVISION

☐ NEW COURSE
☑ REVISION

Lake Land College
Course Information Form

COURSE NUMBER:	CIS-092		TITLE: *(30 Characters Max)*		Adobe Illustrator			
SEM CR HRS:	3	**Lecture:**		3		**Lab:**	0	**ECH:** 3

Course Level:	☐ Gen Ed / IAI ☐ Baccalaureate /Non-IAI	☑ Career/Technical ☐ Dev Ed/ Not in Degree Audit	Clinical Practicum:	0	Work-based Learning	0	WBL ECH:	0

COURSE PCS #	12 - 52. 1804	IAI Code				Contact Hours (Minutes Per Week)		

Repeatable (Y/N):	Y	Pass/Fail (Y/N):	N	Variable Credit (Y/N):	N	Min:		Max:		16 Wks	150	8 Wks	300

Prerequisites:	CIS-040

Catalog Description: (40 Word Limit)	Adobe Illustrator is the industry leading drawing software used to create artwork which can be imported into other programs. Topics covered include creating text, drawing, transforming objects, working with layers, recoloring, graphic styles, preparing graphics for the web and print.

	List the Major Course Segments (Units)	Contact Lecture Hours	Contact Lab Hours	Clinical Practicum	Work-based Learning
1	A. Getting to Know the Illustrator User Interface	3			
2	B. Creating Icons (Project 1)	4			
3	C. Drawing Artwork (Project 2)	4			
4	D. Creating an Identity Package (Project 3)	4			
5	E. Working with Swatches and Brushes (Project 4)	4			
6	F. Creating Folding Brochures (Project 5)	4			
7	G. Creating Packaging using Styles and Effects (Project 6)	4			
8	H. Creating Consumer Infographics (Project 7)	4			
9	I. Website Interface (Project 8)	4			
10	J. Creating Projects using Illustrator Software Tools	10			
	TOTAL	45	0	0	0

EVALUATION

QUIZZES ☑	EXAMS ☑	ORAL PRES ☐	PAPERS ☐
LAB WORK ☐	PROJECTS ☑	COMP FINAL ☑	OTHER ☐

COURSE MATERIALS

TITLE:	Adobe Illustrator 2023 The Professional Portfolio	
AUTHOR:	Erika Kendra	
PUBLISHER:	Against the Clock	
VOLUME/EDITION/URL:	ISBN # 978-1-958953-04-4	
COPYRIGHT DATE:	20123	

MAJOR COURSE SEGMENT	HOURS	LEARNING OUTCOMES
		The student will be able to:
A. Getting to Know the Illustrator User Interface	3	1. Explore the Illustrator workspace 2. View and modify artboard elements 3. Work with objects and smart guides 4. Work with multiple artboards
B. Creating Icons (Project 1)	4	1. Set up the workspace 2. Draw with basic shapes
C. Drawing Artwork (Project 2)	4	1. Draw complex artwork 2. Color and paint artwork 3. Use the pathfinder panel 4. Save the file as PDF
D. Creating an Identity Package (Project 3)	4	1. Work with gradient meshes 2. Work with type 3. Work with multiple artboards 4. Combine text and graphics
E. Working with Swatches and Brushes (Project 4)	4	1. Work with custom swatches 2. Work with brushes 3. Use symbols

F. Creating Folding Brochures (Project 5)	4	1. Create documents that fold 2. Work with imported images 3. Work with imported text 4. Format tabbed text
G. Creating Packaging using Styles and Effects (Project 6)	4	1. Use image trace options 2. Work with styles and effects 3. Prepare artwork for output 4. Preview in 3D
H. Creating Consumer Infographics (Project 7)	4	1. Create charts 2. Create graphs 3. Draw in perspective 4. Work with type in perspective
I. Website Interface (Project 8)	4	1. Use color groups 2. Use live color 3. Create website graphics 4. Export CSS and image files
J. Creating Projects using Illustrator Software Tools	10	1. Apply a variety of Illustrator "techniques" learned during the semester to create a variety of hands-on logo projects
Insert New Line Above this Line		
	45	

COURSE OUTCOMES*	At the successful completion of this course, students will be able to:
• Identify the Illustrator software tools and menus.	
• Identify at least 10 different Illustrator "techniques" that can be used to create illustrations.	
• Create a printable/useable logo using the Illustrator software tools and menus.	

Course Outcomes will be used in the Assessment Software for Outcomes Assessment. Limit to 3 - 5.