

Fall 2011

GRA1152C: Illustration II

9:00 am – 12:20 pm • Wednesday • August 24 to December 7

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Welcome to Illustration II! The NWF State College Catalog describes this course as follows: *“An advanced graphic design course building upon the skills covered in Illustration I; the course includes increased challenges relating to conceptual skills and multi-software integration relating to typical print-based design problems. Access to an appropriate high quality digital camera required.”*

This description gives you the basic idea. This syllabus will describe in detail what we will be exploring this semester. It will function as your guidebook, so hold on to it straight through to the end! Beware that this is an art course, so we will be proceeding in a relaxed manner designed to give you plenty of opportunity to explore and ask questions.

In Illustration I you were introduced to the basic functions of the software and had some creative challenges that helped develop your ability to draw and create with the software. It was about translating your ideas to vector based reality. In Illustration II, we are going to start using the software to communicate specific complex information to the viewer.

Think about what the word Illustrator means. It's not just the title of a computer aided drawing program. The Oxford English Dictionary defines “illustrate” as follows: “...explain or make something clear by using examples, charts, pictures...”. Some graphic designers specialize in illustration, and spend most of their working hours creating imagery that serves to explain, clarify, and ultimately communicate specific information. As you go through the semester, you will discover that graphic design is so much more than just making really cool pictures on the computer.

Graphic Designers are paid to imagine and actually develop ways to communicate information visually, and to incorporate relevant text with imagery. In many cases this requires the designer to study a topic and understand it completely. It's rarely going to be true that you will be told exactly what to do and exactly how to do it. Designers have to be able to think independently and to self initiate on projects.

The projects that you are going to explore in this semester are going to require a great deal more personal research than ones you have done in the past in other classes. You will need to go out and procure information and imagery from which to work. Some of you may even venture to a facility rarely visited by some of our majors: the library. Graphic Designers don't work in a vacuum, and your general education courses can be sources of great inspiration for you as you work on projects. Important events in history, scientific processes and developments, creative works in other art forms such as sculpture and architecture as well as industrial and interior design go hand in hand with graphic design products. Believe it or not, how someone designs functional items like furniture or tools can be an inspiration to your design work.

It is critically important that you involve me in your processes this semester. As we move past the basic technical considerations in Illustrator, you will discover that there are hundreds of ways to do things, and every project is a small engineering process that is a little bit different from every other project. I would like the chance to help you during your idea and execution processes. Think about how you learned to drive a car. Did most of that happen in a classroom, or in the car? This is a hands-on learning experience and there is no set way to do anything. There are aesthetic norms and some hard and fast rules relating to typography that are most often rooted in legibility and English language grammatical functions. Apart from these, how you do things really is yours to determine.

Get ready for a real challenge should you choose to seriously throw yourself into it. Please try hard to produce the best design work you have done so far. The creative challenges in this semester can be what set you apart from other designers in the competitive workplace. There are many people who can take photographs and manipulate them in Photoshop. Not so many that can truly communicate visually.

Equipment/Supplies:

(1) Several blank CD-R discs for storing your work. USB memory keys work but are slow and somewhat unreliable. You are required to maintain the integrity of your data. Failure of a disk (hard drive, flash drive, CD etc.) will not be considered excuse for late work. You **MUST** back up your own data. The computers may occasionally crash, as all computers do, so save early and often so that you don't lose several hours work!

(2) You will need access to a good quality digital camera to work on the projects. It is recommended that you use the same type camera that is required for Digital Photography I. Canon's Digital Rebel XSi is an example.

(3) It is recommended that you have access to a good quality computer and Adobe Illustrator outside of class time. Open lab time will be available, but limited. If you are a major in our department, you should consider buying the complete Adobe Creative Suite of applications. A good choice would be either the "Design Standard" or "Design Premium" bundle. These are available at a highly discounted price through the NWFSC Store, or online from academic software vendors. Do **NOT** buy software from illegitimate super discount vendors. Many times you will receive illegal bootleg copies, and you may have problems with the software itself, or the serial numbers provided. Specific recommendations for computers are available. Generally, the Apple Macintosh® is the standard of our industry. It is largely a myth that "Macs are more expensive."

Attendance Issues:

Attendance in this course is extremely important as it is a hands on learning experience, not a lecture based course. You will be allowed two absences. After that, any additional absence will result in an immediate excessive absence report, which may result in your withdrawal from the course, or an automatic one letter grade drop in your final grade per absence. An excused absence may be given upon consultation with me but only in case of illness or emergency. **YOU WILL NOT PASS THIS COURSE** if your attendance becomes a problem. If you have more than four absences of any kind by November 1 (the last day for a W grade or to change to audit), you should withdraw from the course. If we get to the end of the semester and you have an

excessive number of absences, you will receive an "F"

Note that showing up late for the class, leaving early, or only staying for ten minutes does not constitute attendance. Attendance will be taken at random times during the class period, and it is your responsibility to ensure that you were recorded as present if there is any question in your mind.

In unusual situations like acute illness, death in the family etc., you may receive an "Incomplete" as your grade. Incomplete grades are made up outside of normal class attendance in open lab settings during the semester following receipt of the "I" grade. You must inform me of your situation and discuss your options. Incomplete grades are not automatic. See the NWF State College catalog for detailed descriptions of the college policies related to grading, attendance, etc.

You are expected to attend all class meetings. "I don't have anything to do" does not equal an excused absence. It is evidence that you are not participating in the course in a manner appropriate for an art student. Each and every class session is designed for you to have the freedom to explore the creative process with the tools at hand. Even if you have the software at home, you are still required to come to class. This is a basic college policy.

Course Requirements:

This is an art class. Your grades are based on your instructor's professional judgment of the success or failure of your concepts, aesthetics, and effort in completing assignments. In this class you will be graded at three intervals. There will be three creative challenges. Each of these will be weighted evenly (33.333%) in determination of your grade. Many times a student falls between grades. Rounding up or down will be determined by class participation. Class participation includes participation in discussions and interaction with instructor. **ALL ASSIGNMENTS MUST BE COMPLETED TO PASS THIS COURSE.**

Graded work will be retained for approximately 4-6 weeks into the following semester. If it is not picked up in this time period, it may be recycled. **ALL PROJECTS MUST BE TURNED IN BURNED TO A CD IN OUR COMPUTERS. IF YOUR CD DOES NOT FUNCTION, IT WILL NOT BE GRADED. CHECK CAREFULLY BEFORE SUBMITTING WORK. ENSURE THAT IT IS IN THE REQUIRED FORMAT!** Your CD or DVD will be retained throughout the semester for record keeping purposes.

In case of a campus emergency (power outages,

hurricanes, war, famine, bee swarms, faculty illness) on a due date, the due date will be pushed back to the next available class session. If the College is closed for an extended period of a week or more, an adjustment of the course schedule will occur and you will be made aware of it the first day back. Late work will receive a 1 grade penalty—note the final project is due the last day of class, and therefore, cannot be turned in late.

Students are responsible for adherence to all College policies and procedures, including those related to academic freedom, cheating, classroom conduct, and other items included in the NWF State College Catalog and Student Handbook. Students should be familiar with the rights and responsibilities detailed in the 2011-12 NWF State College Catalog and Student Handbook. Plagiarism, cheating or any other form of academic dishonesty is a serious breach of student responsibilities and may trigger consequences which range from a failing grade to formal disciplinary action. Use of another person's images or designs constitutes plagiarism in this course. Only use your own images! Downloading any imagery from the internet for use in a project is strictly prohibited and will result in failure of the course. All of your work must be 100% originally produced by you. If you are unsure of what this means, consult with me immediately.

As a courtesy to other students and the learning process, students may not bring children with them to class sessions. Health and safety concerns prohibit children from accompanying adult students in any lab, shop, office or classroom or other college facility where potential hazards exist. If a child-related emergency means you must miss class, let me know when you return.

If you have special needs for which accommodations may be appropriate to assist you in this class, please contact the Office of Services for Students with Special Needs in Building C-1 on the Niceville Campus, or call 729-5372 (TDD 1-800-955-8771 or Voice 1-800-955-8770). If you have special needs, you also must speak with me directly in the first week of class so that I fully understand and can create a plan to address your needs.

Due to the nature of our facility and the sensitivities of our students, please refrain from wearing colognes or perfumes to class.

What do your grades mean?

A= Work turned in on time. Work that clearly exceeds the basic expectations of the assignment. Work of unusual quality or quantity and seriousness of effort.

B= Work turned in on time. Work that exhibits a clear attempt at exceeding the basic expectations of the assignment. Work exhibiting better than average quality or quantity and seriousness of effort.

C= Work of average quality and quantity. Work that satisfies essential basic requirements. Work that would benefit from further effort from student and more student interaction with instructor.

D= Work that is clearly not exhibiting the basic requirements of the assignment in either quality or quantity. An increase in effort is clearly needed and closer interaction with instructor is strongly suggested.

F= Work that fails to meet the lowest expectations for the assignment. This may be due to a simple lack of effort or may suggest that the student pursue other career goals.

Due Dates:

Project 1: October 5

Project 2: November 2

Project 3: December 7



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**December 7 is the last day of required attendance.
There is no final exam.**