

## **GRC 17 Adobe Illustrator/Illustration Software**

(Formerly Printing Technology 17)

3 units, 2 lecture 3 lab

Adobe Illustrator drawing program for desktop publishing. Showcase and comparison of other vector image programs and hands-on project work. Creating work for reproduction.

- I. Introduction, Policies, Procedures
- II. Methods of Graphic Communications
  - A. Print
  - B. Internet, Web
  - C. Multimedia
- III. Computer Terminology
  - A. Bitmapped vs. vector image programs
  - B. Bezier curve points
  - C. Working with paths, strokes, and fills
- IV. Draw Programs
  - A. Common features
  - B. Product comparisons
  - C. Analyzing/interpreting art work into basic shapes
- V. Toolbox orientation/keyboard shortcuts
- VI. Manipulating basic shapes
- VII. Functions for increasing productivity
- VIII. Page Layout Software
  - A. Editing
  - B. Layers
  - C. Cloning
  - D. Automating
- IX. Import/export files -file formats
- X. Color
  - A. Color models
  - B. Spot and process
  - C. Reflected vs. transmitted light
- XI. Trapping
- XII. Scanning