

COURSE TITLE	DIGITAL ILLUSTRATIONS
COURSE CODE	05BA0301
COURSE CREDITS	4

Objective:

- 1 Understand the core principles of vector graphics and their applications.
- 2 Gain proficiency in using Adobe Illustrator's interface, tools, and features.
- 3 Develop skills in creating and manipulating vector artwork including logos, illustrations, and infographics.
- 4 Learn advanced techniques such as working with typography, paths, and complex shapes.
- 5 Prepare students for further studies or careers in graphic design and digital illustration.

Course Outcomes: After completion of this course, student will be able to:

- 1 Students will be able to navigate Adobe Illustrator's interface and utilize vector design tools effectively.
- 2 Students will demonstrate the ability to create and manipulate vector artwork for various design needs.
- 3 Students will be capable of producing typographic compositions and scalable illustrations.
- 4 Students will be proficient in preparing Illustrator files for both digital and print outputs.
- 5 Students will be equipped to explore advanced illustration, branding, and UI/UX applications.

Pre-requisite of course:NA

Teaching and Examination Scheme

Theory Hours	Tutorial Hours	Practical Hours	ESE	IA	CSE	Viva	Term Work
0	0	8	0	0	0	50	50
Contents : Unit	Topics						Contact Hours
Total Hours							

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
1	Introduction to Vector Graphics Concepts, benefits, and differences from raster graphics, Illustrator Interface – Navigating the workspace, artboards, panels, and menus, Basic Drawing Tools – Using the Pen, Pencil, and Shape tools, Working with Color – Fill, stroke, gradients, and swatches, Managing Layers – Creating and organizing content using layers.	30

Suggested List of Experiments:

Contents : Unit	Topics	Contact Hours
2	Transforming Objects Scaling, rotating, reflecting, and aligning, Pathfinder and Shape Builder – Combining and editing shapes, Working with Typography – Adding and formatting text, text on a path, and text outlines, Using Symbols and Brushes – Creating and using custom symbols and brushes, Creating Infographics – Designing charts and data visuals using Illustrator tools.	30
3	Advanced Pen Tool Techniques Creating complex paths and shapes, Appearance Panel & Graphic Styles – Managing object appearances and reusable styles, Using Clipping Masks and Opacity Masks – Non-destructive artwork creation, Working with Mesh and Gradient Tools – Creating smooth color transitions and shading, Perspective Drawing – Using perspective grids and tools for realistic illustrations.	30
4	Preparing Artwork for Print Understanding CMYK, bleed, and resolution, Exporting for Web – Optimizing vector artwork for screens and different file formats, Asset Export – Using asset export panel for batch exporting, Automation in Illustrator – Using actions and scripts, Integrating Illustrator with Other Adobe Tools – Import/export between Photoshop, InDesign, etc.	30
Total Hours		120

Textbook :

- 1 Adobe Illustrator Classroom, Adobe Creative Team , Adobe Press, 2024

References:

- 1 Adobe Illustrator CC: The Professional Portfolio , Adobe Illustrator CC: The Professional Portfolio , The Clock, The Clock, 2024
- 2 Adobe Illustrator CC Classroom, Adobe Illustrator CC Classroom, Brian Wood , Adobe Press , 2013

Suggested Theory Distribution:

The suggested theory distribution as per Bloom’s taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery					
Remember / Knowledge	Understand	Apply	Analyze	Evaluate	Higher order Thinking / Creative
10.00	15.00	25.00	25.00	25.00	0.00

Instructional Method:

- 1 Practical, Demo

Supplementary Resources:

- 1 Adobe Illustrator Help Documentation: <https://helpx.adobe.com/illustrator/>
- 2 Adobe Illustrator Tutorials (search on Adobe website or YouTube)