

SCHOOL OF FINE ART AND MUSIC
Winter Semester 2015
SART*2710-01
DRAWING GRAPHICS ON THE COMPUTER



INSTRUCTOR: Jean Maddison
TECHNICIAN: Matt Baker
TIME: Monday & Wednesday, 11:30am – 2:20pm
LOCATION: Zavitz Hall, Rm 402
OFFICE: Zavitz Hall, Rm. 404
PHONE: Ext. 53118
E-MAIL: jmaddiso@uoguelph.ca
OFFICE HOURS: Monday & Wednesday, 10:00 – 11:00am, or by appointment

CALENDAR DESCRIPTION:

This course introduces digital drawing on the computer, translating traditional media into complex vector graphics. Some computer experience is recommended.

Prerequisite(s): ARTH*1220, ARTH*1520, SART*1050, SART*1060; (ARTH*1220 and SART*1060 can be taken as co-requisites.)

COURSE DESCRIPTION:

The course will introduce students to vector based computer graphics using Adobe Illustrator and some additional work in Adobe Photoshop. The final series of drawings will be done in Adobe Illustrator. Students will learn how to draw original graphics on the computer using the precise tools offered by Illustrator. Traditional sketches and drawings in pen and pencil may be scanned into the computer, worked up in Adobe Photoshop and imported as guides for creating computer drawings. Original drawings are then composed of lines, curves and fills, or vectors that are defined as mathematical objects. Vectors describe graphics according to their geometric properties that make them different from bitmap images such as those used in photo- based programs. Students will be creating art works and designs that are suitable for the web as well as original drawings.

Projects will demonstrate how to operate within the 30 standard tools in the main Illustrator palette and their numerous sub sets. Once the student attains a competency operating within the tools, set projects will direct students to create original digital designs that explore conceptual and formal issues of visual language.

NOTE: This is a 0.5 credit course. Each week, students are expected to spend approximately 4 – 6 hours outside of class on related course work.

LEARNING OUTCOMES:

- Gain skills in working with digital images.
- Understand and work with vector graphics
- Create a thematic portfolio of vector based drawings.

Recommended Text

Adobe Illustrator CS5.5, A Visual QuickStart Guide, published by Peachpit Press.
(Approximately \$39.00)

LAB FEES:

A compulsory materials fee of \$75.00 will be charged for materials and services provided in support of required course projects. The amount will be invoiced by the Office of the Bursar and paid directly with your tuition payment – no additional payment is necessary. **THE LAB FEE WILL NOT BE REFUNDED AFTER THE THIRD WEEK OF CLASSES.**

Items Provided by Lab Fee:

Students will be provided with 15 square feet of wide format media, for the architectural rendering, and themed drawing project. Additionally they will be provided with small format media sufficient to furnish three proofs and one final for the brochure and business card project. Additional small format media for the purpose of proofing shall be provided, as required, value not to exceed \$15.

PLEASE NOTE: Under no circumstances should a student be required to pay any additional monies for supplies needed to complete course assignments – excluding items listed under “Items Provided by the Student”. All supplies are to be paid for using Lab Fee monies. If you are being charged additional monies, please report to Robin McGinnis (rmcginni@uoguelph.ca) in the main office (Zavitz Hall rm. 201) immediately.

METHOD OF EVALUATION:

Directed in class projects	10%
Set project 1	10%
Set project 2	10%
Set project 3	20%
Self directed Major drawing/illustration project.....	50%

Work will be available for grading on the network folder. All drawings for the major project will be printed out on the Lab printer.

COURSE CONTENT:

Projects will be set that develop a competency using the various tools and floating palettes. Illustrator is a complex, mathematical image creation program that works with paths, anchor points, bezier curves, strokes, fills, gradients, gradient masks, blends and compound paths. Individual components of the drawings will be set out on a stack of layers. Traditional artists must adjust to the requirements of the precise nature of this type of drawing. Drawing on the computer is similar to skills using drafting tools, French curves, compasses, ruler and set squares. Precise layouts using text and design features are possible for those students interested in designing posters, brochures and web pages. Small drawings can be scaled up and printed out on large format printers without loss of detail. Illustrator can import a variety of file types from outside the program and is fully compatible with AutoCAD programs and vector based web animation software such as Flash.

Weekly drawing projects will be set to explore various tool properties and become familiar with the program. Students will start with black and white drawings and progress to full color works. Set projects will be created to explore graphic design problems. Students will prepare a proposal for a major series of 5 drawings or illustrations that explore a particular theme that is thoroughly researched and developed during the course.