

Bergen Community College  
Division of Arts and Humanities  
Department of Visual Arts

# Course Syllabus

## Course Designation, Number, and Title

ART-189 Computer 2D Illustration

## Basic Information About Course and Instructor

Semester and Year:  
Section Number:  
Meeting Times:  
Location:

Instructor:  
Office Location:  
Phone:  
Email Address:  
Office Hours:

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## Course Description

### Official Catalog Course Description:

This course explores the essential techniques for creating two-dimensional illustrations, logos, and charts using drawing tools and functions. It emphasizes basic operations and functions of object-oriented computer graphics, using both spot and process color on the computer.

**Credits:** 4 (2 lecture, 2 lab)

**Prerequisites:** None

**Co-requisites:** None

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## Student Learning Outcomes

As a result of meeting the requirements in this course, students will be able to:

1. **Use** the tools, interface, and digital illustration capabilities of industry-standard vector graphics software.
  - **Means of Assessment:** Hands-on projects and assignments.
2. **Identify** key components of vector graphics production.
  - **Means of Assessment:** Quizzes and class discussions.
3. **Critically evaluate** their own work and the work of others, both aesthetically and technically.
  - **Means of Assessment:** Peer critiques and instructor feedback.

4. **Propose, design, and create** graphic images on the computer.
    - **Means of Assessment:** Final project presentation.
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## Course Content

This course includes lectures, demonstrations, studio time, and both one-on-one and group critiques. Key topics include:

- Basics of vector-based graphic creation (anchor points, handles, lines, curves, open and closed paths).
  - Selection, editing, and manipulation of points and objects in vector graphics.
  - Color vector graphics: color models, fills and strokes, spot and process colors, gradients, etc.
  - Type and font management in vector graphics.
  - Using and manipulating text as part of a digital design.
  - Building and organizing a vector graphic with layers.
  - Output: print graphics, web graphics, and illustrations in various formats.
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## Course Texts and/or Other Study Materials

- **Required:** Students must bring portable disk drives to each class session to save and back up coursework.
  - **Optional Text:** *Illustrator CS5 for Windows and Macintosh: Visual QuickStart Guide* by Elaine Weinmann and Peter Lourekas (ISBN: 0321706617).
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## Grading Policy

Grades in this course are based primarily on class projects. Each project poses specific technical and creative challenges and will be graded as follows:

- **A:** Outstanding originality, technical mastery, diligence, and attention to detail. Exceeds instructor expectations.
  - **B:** Fully completed project demonstrating technical competence and solid design decisions.
  - **C:** Completed project with weak technique, creativity, or cohesiveness.
  - **D:** Partially completed or does not address assignment requirements.
  - **F:** Project not submitted or fails to demonstrate engagement with the subject.
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## Attendance Policy

### **BCC Attendance Policy:**

All students are expected to attend every scheduled meeting of each course in which they are registered. Attendance and lateness policies are determined by the instructor and will be established in writing in the course outline. Attendance will be kept for administrative and counseling purposes.

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# Course Calendar

Week	Topics & Activities	Assignments
1	Introduction to course, Adobe Illustrator basics, workspace customization, basic drawing tools	Assignment #1: Line as Value and Texture
2	Design fundamentals: shape, value, volume; using shape to create value	Assignment #2: Shape as Value and Volume
3	Using line/pen tools; contour and line discussion	Assignment #3: Technical Drawing (Part 1)
4	Complete value range and closed paths	Assignment #4: Technical Drawing (Part 2)
5	Hard and soft edges in light, gradients, and fills	Assignment #5: Technical Drawing (Part 3)
6	Color and painting, brush tools, aerial perspective	Assignment #6: Digital Paintings
7	Flatness and depth, patterns, and symbols	Assignment #7: Flat and Illusionistic Landscape
8	Introduction to typography, page layout, visual themes	Assignment #8: Book Jacket Design (Part 1)
9	Typography part 2	Assignment #8: Book Jacket Design Final (Part 2)
10	Hand-drawn effects, live trace, emphasis/hierarchy	Assignment #9: Analog Event Poster (Part 1)
11	Graphic styles, downloading/installing fonts	Assignment #9: Analog Event Poster (Part 2)
12	Working from a template, graphic styles, Photoshop integration	Assignment #10: Self-Promotional CD (Part 1)
13	Individual meetings about CD designs	Assignment #11: Self-Promotional CD (Part 2)
14	Group presentations and critique of final projects	Final Project Review

*Note: This Course Outline and Calendar is tentative and subject to change depending upon class progress.*

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## Other College, Divisional, and Departmental Policy

# Statements

## Academic Integrity Policy

Plagiarism and cheating are violations of BCC's Academic Integrity Policy. Students are responsible for understanding and adhering to academic standards.

## Accessibility Statement

Students requiring accommodations should contact the Office of Special Services (OSS) at 201-612-5270 or visit [www.bergen.edu/oss](http://www.bergen.edu/oss).

## Student Support Services

Bergen Community College provides student support services, including advising, tutoring, and academic coaching. More information can be found at [Bergen Student Services](#).

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## Instructor's Note

Students are encouraged to use office hours for additional guidance and to take advantage of available resources for technical and creative development.