



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: Graphics for Illustration
Course Number: IMT253

Required Materials

Textbook(s): Non-Designer's Design Book 4th Edition ISBN: 978-0133966152

Required Readings: None

Additional Materials:

- **Webcam with Microphone**
 - Must be capable of sharing your face and voice when attending class.
- **Headphones and/or Speakers**
 - Must be able to hear the course. Headphones will be needed to listen while on campus.
- **Computer Access** (available on main campus, ask for details)
 - In general, you need access to a modern, multi-core processor, computer with plenty of RAM
- **Adobe Creative Cloud Software** (available on main campus, ask for details)
 - Made available on select campus computers (ask your instructor)
 - This course relies heavily upon the newest version of Adobe Animate and Character Animator
 - This course also demonstrates and allows for the use of other digital media software that comes standard with a create cloud subscription Here's a [link](#) to start a monthly subscription
- **Microsoft Office** (available on main campus, ask for details)
 - Students who are unfamiliar with operating systems (windows or mac) and/or web browsers should utilize SSC's Computer Bare Basics workshop. Contact Info: 330-494-6170 ext.4977
- **Physical or Cloud Drive (=>50 Gigabytes suggested)**
 - For cloud storage I suggest your student google drive because the storage capacity isn't capped
 - In regards to temporary/portable storage, I suggest using 32gb or higher USB 3.0 flash drive
- **Recommended for home computer setups:**
 - 4K Monitor (vastly increases screen space)
 - Second Monitor (easier to follow along with step by step videos)
 - Purchase Adobe Creative Cloud

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none">• Interface, Basic Shapes & Colors
Week 2	<ul style="list-style-type: none">• 02 Custom Shapes Tools & Creation Methods
Week 3	<ul style="list-style-type: none">• 03 Custom Text & Advanced Color Tools
Week 4	<ul style="list-style-type: none">• 04 Transform Tools & Repeating Objects
Week 5	<ul style="list-style-type: none">• 05 Layers & Artboards
Week 6	<ul style="list-style-type: none">• 06 Patterns
Week 7	<ul style="list-style-type: none">• 07 Brushes
Week 8	<ul style="list-style-type: none">• 08 Review/Presentations
Week 9	<ul style="list-style-type: none">• 09 Blends and Clipping Mask
Week 10	<ul style="list-style-type: none">• 10 Meshes and Envelopes
Week11	<ul style="list-style-type: none">• 11 Effects and Transparency
Week 12	<ul style="list-style-type: none">• 12 Symbols and 3D Effect
Week 13	<ul style="list-style-type: none">• 13 New Features
Week 14	<ul style="list-style-type: none">• 14 Symbols
Week 15	<ul style="list-style-type: none">• 15 Review/Presentations
Week 16	<ul style="list-style-type: none">• Final Exam