AD261 -- ADOBE ILLUSTRATOR

Instructor:	e-mail:
	Term:
Voice mail:	Total class hours: 36
Office hours:	Class meets:

Course Description
An overview of tools and techniques used by fashion designers in Adobe Illustrator.

Course Objectives At the conclusion of this class, the student should be able to:
- Understand and use basic computer terminology & principles.
- Conceive of and complete a task using Adobe Illustrator.
- Understand tools and techniques in Adobe Illustrator.

Competencies being assessed. At the end of the course, a student will know how to begin to:
- Demonstrate ability to effectively use graphics in fashion, textile and apparel design.
- Devise a systematic approach for creating vector and raster images.
- Demonstrate effective use of Adobe Illustrator tools.
- Correctly show print design and color details.

Prerequisites: Fashion Illustration 2 (AD117)

Class format: Class time is divided between demo and supervised workshop time.
Each class ~1.3 hours lecture, 1.7 hours lab.

Supplies
- Apple/PC laptop loaded with CS4 or above
- USB device (2 GB recommended)
- Sketchbook for note taking & drawing
- Mouse

Recommended Books:
o Fashion Designer's Handbook for Adobe Illustrator by Marianne Center
  And Frances Vereker
o Flat: Technical Drawing for Fashion by Basia Szkutnicka

Standards of conduct: Complete and on-time attendance is mandatory.
– **No student can miss three or more classes and expect to pass this class.**
– Attendance is at the beginning of each class period. If you are late, you will lose half the attendance points for the day. If you arrive late, it is your responsibility to make sure you have been counted present. If you arrive more than 15 minutes after the beginning of a part of the class period, you will be counted absent for that part of the period.
– If you are absent, you lose the attendance points for that day. If you know ahead of time that you will not be in class, make arrangement with the instructor the night *before* class (by 10 p.m. and by telephone).
– It is the student's responsibility to keep track of assignments and turn them in on time should the students miss the class or arrive late.
– Professionalism means: Turn off your cell phone. Attend the full class. Focus and follow-through during classroom work. Have respect and work well with classmates.
Use the same behavior in the classroom as you would on the job in the apparel industry.
– Late work will result in a one letter grade deduction.

Labeling Policy: All student work must be turned in with the following information: Name, Course Name/Number, Instructor, Term/Date, Project/Assignment, Contact Info (phone or e-mail).   Work may not be accepted for full credit without the required information. PFI cannot guarantee the return of student work that is not labeled with the required information.

Incomplete: A student who, due to medical or other exceptional causes, cannot complete the required class work must document his/her situation and submit a written request for an incomplete grade to be entered. The instructor, the academic advisor and director must approve the grade and assign a time line for the work to be completed. Incompletes must be requested and approved no later than the end of the quarter for which the incomplete is requested. To remove an incomplete, a student must complete the required course work before the next quarter commences. If a student does not comply within the time line or does not complete the work, an "F" grade, or the grade calculated by the instructor on the incomplete form, will be entered to replace the incomplete.
     To initiate a request for an incomplete grade, the student must fill out an incomplete form and submit it to his/her instructor. The instructor will obtain the required signatures and submit the completed form with final grades.

Lab Policies: Leave food and drink outside the classroom. Disciplinary action will be taken toward any student found using the equipment in an inappropriate manner. Disruptive, disrespectful, rude behavior is not tolerated.

Plagiarism: Presenting the writings, images or paraphrased ideas of another as one's own, is strictly prohibited. Properly documented excerpts from other's works, when they are limited to an appropriate amount of the total length of a student's paper, are permissible when used to support a researched argument.

Attendance Policy: Students who are absent from all scheduled classes over a 14-day period (2 weeks) are automatically suspended—from PFI, not just from this course. This means the student is administratively withdrawn from all courses and cannot attend classes or continue in the current quarter unless he/she successfully appeals for reinstatement. Students who anticipate violating the attendance policy should contact the academic advisor immediately to discuss options such as withdrawing from PFI or navigating the appeals process.

Picking up Work: Please pick up your work no later than the first Friday of the following quarter. If you cannot retrieve your work by this date please make arrangements with me. All work not picked up by this date will be recycled.

Students with Disabilities: It is PFI policy not to discriminate against qualified students with a documented disability in its educational programs, activities or services. If you have a disability-related need for adjustments contact the academic advisor.

Evaluation:

Attendance/Professionalism/Participation	10 %
Midterm project	10 %
Class projects	40%
Final project	40 %
TOTAL	**100 %**

Grade Scale

Letter	Number	Rating
A	95-100	Excellent
A-	90-94	
B+	87-89	Good
B	83-86	
B-	80-82	
C+	77-79	Satisfactory
C	73-76	Fair
C-	70-72	
D+	67-69	Marginal
D	62-66	
F	<62	Failure

COURSE CALENDAR. Each class: LECTURE (1.3 hrs) & LAB (1.7 hrs)
This syllabus is subject to change at the instructor's discretion.

WEEK	TOPIC	ACTIVITY	ASSIGNMENTS
1	Introductions, Objectives & Goals, Vector vs. Raster, Illustrator Windows, Artboards & pen tool	Discuss what illustrator as a program is and what it can do. Get comfortable with the home window and where to find tools. Set up an artboard and practice the pen tool.	#1 Tracing with Pen tool Handout: ● Lines & Curves ● Anchors & Paths ● Handles ● Stroke & Fill
2	More Useful Tools & Tech Sketch Basics	Selection Tool, Direct Selection Tool, Joining anchors, Cut tool, Align & Distribute Creating style lines, Creating stitch lines utilizing Strokes (Outlines, Seam Lines, Stitch Lines, Details) **Layers & Groups**	#2 Basic Tee Shirt Handout: ● Trace shirt ● Create stitching & seam lines ● Manage and label paths, groups, and layers
3	Getting Comfortable with Sketching Clothing	Review Tech Sketch Croquis, Practice drawing shirts: Importing Images Shapes Adjusting Anchors Eyedropper tool for copying style Transform Tool	#3 Draw Shirt Tech Sketch using real article of clothing: ● Choose a shirt ● Draw front tech sketch with all outlines, seamlines, stitchlines, and details
4	Drawing the Back and Creating Brushes	Practice Drawing shirts: Continuity of lines/seams Creating basic pattern brushes Importing brushes	#4 Review Handout: ● Adjusting Anchors ● Cut tool ● Working with Groups Choose a hand sketch of an article of clothing for the midterm- import and begin tracing/creating tech sketch

5	Adding Details and More Advanced Tools	Communicating design details: ● Detail sketches, trims, complex constructions ● Creating stitch patterns ● Common design features: collars, pockets, closures, etc. Using Symbols Clipping Masks	#5 Draw Denim Pants: ● Use appropriate tools to create tech sketch ● Use appropriate outlines, seamlines, stitchlines and details ● Create close up of detail using mask
6	Adding Color	Swatches and Swatch Palette ● Creating swatches ● Key Tools for coloring sketches: ○ Live Paint, Pathfinder, Eyedropper ● Layers Review ● Text	#6 Midterm Project ● Create Mood Board- use masks and layers for pleasant design ● Create Color Palette- pull from the mood board ● Title your project
7	Rendering Pattern and Filling garment with print	Rendering Textile Patterns and filling garments with textile patterns ● Creating Pattern Swatches: vector patterns & raster images ● Working with Pattern Swatches	#7 Creating Pattern Swatches ● Create a basic stripe and fill a garment ● Use Pattern tool to create your own pattern and put it in repeat
8	Extra Tools, Review, Prepare for Final	Skills Practice and Final Overview: ● In-class practice of all skills ● Review of methods ● Prepare for Final- work on/review specific skills for desired outcome	Begin thinking about Final Project: ● Collect images and inspiration ● Choose what you want to design
9	Preparing "Tech Pack" Final	Review the requirements and layout of the "Tech Pack" Final Project File: ● Fill in Headers and prepare for design work ● Create "Company" Logo	Work on Final
10	Working Session	Working session for final project, I will check in with each student individually to consult with on the final project.	Work on Final
11	Working Session	Working session for final project, I will check in with each student individually to consult with on the final project.	Work on/Finish Final
12	Final	First half of class will be working session to put finishing touches on final project and answer questions. Presentations of final project.	Turn in Final Project for Grade