



Syllabus

2013 – 2014 One Trimester

Adobe Illustrator

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Overview

Welcome to Adobe Illustrator. This course will give students an introduction to what it takes to create, edit, format, animate, and publish images. Students will use the version of the Adobe Master Collection CS6: Illustrator. There are no prerequisites at this time.

Objectives

Students will be able to (SWBAT):

- ⊕ Demonstrate how to use Adobe Illustrator CS6
- ⊕ Demonstrate how to create text and gradients
- ⊕ Demonstrate how to draw and compose an illustration
- ⊕ Demonstrate how to transform and distort objects
- ⊕ Demonstrate how to work with layers in Illustrator

Resources

Bishop, Sherry, Jim Shuman, and Elizabeth Eisner Reding. The Web Collection CS5 Revealed. Clifton Park: Delmar, 2011. Print.

Botello, Chris, and Elizabeth Eisner Reding. The Design Collection CS5 Revealed. Clifton Park: Delmar, 2011. Print.

Wood, Alan. The Graphic Designer's Digital Toolkit, 5th Edition. Clifton Park: Delmar, 2011. Print.

Rules and Procedures

Although the rules and procedures are stated in this syllabus, depending on the class, they may change without written notice. By default, the rules and procedures are as follows:

1. Enter the class on time, take your seat, take out your writing utensil, your notebook, and await roll and instructions.
2. Take note of the Instruction Board that contains: the do-now, the objective, the assignments/projects, the homework and any special notes.
3. You will have a Do-Now on the board every class that must be done. You will have five minutes for this according to when the bell rings.
4. During the lesson you should be attentive and listening for all instructions before you ask your question and before you begin. I will instruct you when to begin and end all assignments.
5. It is your job to protect all computer equipment in the school at all times. This goes for when you are inside or outside of the classroom. Boys' Latin has zero tolerance for computer abuse and I will go into further detail during class. If at any time you need to reference our computer use policy please go to my teacher page.
6. Please adhere to the Boys' Latin Laptop Usage Policy and the T-mobile wireless adapter agreements you have signed. If in violation of any computers (online or physically) you will be subject to disciplinary action as deemed necessary.

Bathroom Policy

I feel that missing any information during any time of class can be detrimental. With that said, it is not recommended that you use the bathroom during our Computer Technology. However, if an emergency occurs, please let me know as soon as possible, and I will take your circumstance into consideration.

Participation

This is an easy way to gain points in class by listening, following directions, and doing your work. Be in class every day, on time, and prepared. Raise your hand and answer when called on. Be respectful of yourself and others at all times. Do not do anything that would bring negative attention or disruption from you. These participation points are given out for every day we are in class. I will summarize the points earned at the end of class each day.

Class Work & Homework

This covers all in-class assignments and Do-Now's. If an in-class assignment is not finished it is due by the beginning of the next class. This correlates to your lesson for the day and may be continued from a previous class. The goal of these assignments is to improve your critical thinking via thought provoking questions that will enhance the topic of the unit material.

Projects

The projects will be a mixture of individual, assigned group, and unassigned group. The grading in group projects is based off of the members of your group averaged with the instructors' grade.

Late Work

A project/assignment is late when it is turned in after I collect it. (**NOTE:** I usually collect work from the beginning to the end of the period on the day that it is due.) Work turned in a class late will lose 1 point. Any work submitted after a week will not be accepted.

Tardiness

Punctuality is expected for every class. If you happen to run late you are expected to have a note from the teacher's class you are coming from. If you do not have the required documentation you will receive one demerit (or a write up, or whatever documentation technique is practiced at Boys' Latin).

Absence from class

Since we are dealing with technology, communication is at our fingertips. Unless your ailment prohibits you to do the work, you are responsible for it when it is assigned. If it is an assignment that is done or handed out in class you should expect to hear about some special arrangement from me. Otherwise please refer to the *Late Work* section.

Making up missed assignments

The best way to do this is through constant communication with me. I have your number and everyone has my cell phone and email address. Upon your absence I will contact you. Upon our contact after your absence you have until the end of the next school day to turn in anything missing. I will let you know if this changes for any reason. **FYI:** Check my [Teacher page](#) for a list of on-going assignments.

Grading

You are graded on several things but your attention to directions, your diligence, and your participation really make your grade. Below is a breakdown of the percentages for each assignment:

- 30% Class Participation
- 40% Projects
- 30% Quizzes, Tests, Exams

Academic Dishonesty

Since we are dealing with technology, it is too easy to be dishonest in too many ways to name. While I appreciate your intelligence, Boys' Latin has zero tolerance for academic dishonesty. Please refer to the student handbook (on page 23) for the penalties associated with such an act.

Trimester Calendar

Topics:

Computer Administration

Adobe Illustrator

Unit 1: Getting to Know Illustrator

AI1: Explore the Illustrator Workspace

AI1: View and modify artboard elements

AI1: Work with objects and smart guides

AI1: Create basic shapes

AI1: Apply fill and stroke colors to objects

AI1: Select, move, and align objects

AI1: Transform objects

AI1: Make direct selections

AI1: Work with multiple artboards

Unit 2: Creating Text and Graphics

AI2: Create point text

AI2: Flow text into an object

AI2: Position text on a path

AI2: Create colors and gradients

AI2: Apply colors and gradients to text

AI2: Adjust a gradient and create a drop shadow

Unit 3: Drawing and Composing an Illustration

AI3: Draw straight lines

AI3: Draw curved lines

AI3: Draw elements of an illustration

AI3: Apply attributes to objects

AI3: Assemble an illustration

AI3: Stroke objects for artistic effect

AI3: Use Live Trace and the Live Paint Bucket tool

Unit 4: Transforming and Distorting Objects

AI4: Transform objects

AI4: Offset and outline paths

AI4: Create compound paths

AI4: Work with the Pathfinder panel

AI4: Use the Shape Builder tool

AI4: Create clipping masks

Unit 5: Working With Layers

AI5: Create and modify layers

AI5: Manipulate layered artwork

AI5: Work with layered artwork

AI5: Create a clipping set