

ARTD 140

Vector Graphics for Design

3 Credits: (2 hours lecture, 3 hours lab)

Community College of Baltimore County
Common Course Outline

Description

ARTD 140 – Vector Graphics for Design: is a course that teaches students to develop vector-based designs using industry standard software. Students create images and plans for various outputs and publication methods. Images incorporate strategic use of design elements and principles. Projects are developed using the design process and visual communication principles based on a design studio environment.

Co-requisites: ARTD 110 or permission of program coordinator

Overall Course Objectives

Upon completion of this course, students will be able to:

1. create vector objects using point, path, and shape creation tools;
2. practice effective workflow in application workspaces;
3. operate modification tools to refine shapes;
4. manage colors across shapes, strokes, and gradients;
5. convert raster files into vector art;
6. construct custom patterns;
7. output art for print, fabrication, and screen;
8. apply elements and principles of design;
9. refine concepts using the design process;
10. develop meaning through visual symbols; and
11. economize visual information while retaining meaning.

Major Topics

- I. Modifying Workspace and Preferences
 - a. Creating art boards
 - b. Preferences
 - c. Guides, grids, and rulers
 - d. Panels
 - e. Menus
 - f. Keyboard shortcuts
 - g. Workspaces
- II. Points, Paths, and Shapes
 - a. Shape tools
 - b. Selection tools
 - c. Pen tool
 - d. Anchor point tool

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For more information, see your professor's syllabus.

- III. Shape Manipulation
 - a. Properties panel
 - b. Transform panel
 - c. Pathfinder panel
 - d. Shape builder tool
 - e. Scissors tool
 - f. Knife tool
 - g. Average menu/shortcut
 - h. Join menu/shortcut
- IV. Artboard organization
 - a. Duplicating shapes
 - b. Reflecting shapes
 - c. Rotating shapes
 - d. Scaling shapes
 - e. Distributing shapes
 - f. Aligning shapes
 - g. Stacking objects
 - h. Layers
- V. Color
 - a. Fill and stroke
 - b. Stroke weight
 - c. Width tool
 - d. Swatches panel
 - e. Color guide panel
 - f. Gradients
 - g. Patterns
- VI. Type
 - a. Character panel
 - b. Glyph panel
 - c. Paragraph panel
 - d. Point type
 - e. Area type
 - f. Type on a path
 - g. Creating outlines
- VII. Vector Art and the Principle of Economy
 - a. Defining critical visual information
 - b. Reducing details
 - c. Occam's Razor/Law of Parsimony/KISS Principle
- VIII. Gestalt Principles
 - a. Figure/ground
 - b. Closure
 - c. Common fate
 - d. Proximity
 - e. Similarity
 - f. Symmetry
 - g. Continuation
- IX. Shape Meanings
 - a. Geometric

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- b. Organic
 - c. Abstract
 - d. Rectilinear
 - e. Curvilinear
- X. Sign and Symbol
- a. Shape/sign as identity
 - b. Pictographs
 - c. Type and meaning

Course Requirements

Grading will be determined by the individual faculty member, but shall include the following, at minimum:

- four major projects
- six in-class and/or take-home exercises

Written assignments and research projects: Students are required to use appropriate academic resources in their research and cite sources according to the style selected by their professor.

Date Revised: 11/21/2023

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