Bemidji State University

TADD 3100: Digital Illustration: Vector Art

A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *
Prerequisites: None
Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

Vector art is art made with vector illustration software like Adobe Illustrator. Vector artwork is built from vector graphics, which are images created with mathematical formulas. In comparison, raster art (also referred to as bitmaps or raster images) is created with colorized pixels. Enlarge pixel-based art in a raster file too much and it looks jaggy, whereas you can enlarge vector art to any size without negatively affecting its appearance. This resolution independence allows vector art to be used in a variety of forms, from small illustrations to massive billboards. This course is an exploration of digital illustration using vector graphics. Prerequisite(s): TADD 1150, TADD 1500. [**Core Curriculum Goal Area 6]

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Creative Preparation
2. Building Vector Artwork.
3. Developing Patterns.
4. Iconography.
5. Painting with Vectors.
6. Color and Detail.
7. Mastering the Pen Tool.
8. Explore Interactive Pen Displays, Pen Tablets, and/or Styluses to Inspire.

D. LEARNING OUTCOMES (General)

1. develop vector artwork from sketches to finished vector illustration.
2. identify and apply the different ways illustrators and designers use vector graphics including using the design process to research, brainstorm, sketch, refine, build, and present digital illustrations
3. apply color theory to enrich composition and add meaningful detail.
4. discuss, analyze, and critique their original work with a group of their peers to give and receive constructive feedback.
5. demonstrate awareness of the scope and variety of works in the arts and humanities.
6. understand those works as expressions of individual and human values within a historical and social context.
7. articulate an informed personal reaction to works in the arts and humanities.
E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Articulate an informed personal reaction to works in the arts and humanities.

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted