



El Camino College
COURSE OUTLINE OF RECORD – Official

Course Acronym:	DART
Course Number:	102
Descriptive Title:	Digital Illustration Design Principles and Tools
Division:	Digital Art and Design Technology
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	This course is an introduction to digital illustration, for visual storytelling, and presentation of concepts. Students will learn 2D design fundamentals, raster and vector illustration techniques, color theory, composition, applications of perspective and the use of typographic elements to tell cohesive stories with visual and written elements.
Prerequisite:	
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	FA 2024
Transfer UC:	Yes
Effective Date:	FA 2024
General Education: ECC	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	
Term:	
Other:	

CalGETC:	
Term:	
Other:	
Student Learning Outcomes:	Upon completion of this course, students will be able to: 1. apply principles of art, design, and composition to creative works to communicate concepts. 2. apply vector graphics techniques to make logos, illustration assets, and presentations. 3. identify and explore career pathways for technical artist, producers, and coordinators across industries.
Course Objectives:	1. Apply principles of art, design, and composition to creative digital illustration works. 2. Explore and apply color theory to enhance storytelling in digital illustrations. 3. Tell engaging and compelling stories using a variety of digital artistic mediums and media formats. 4. Use angles, composition, framing, shots, and editing to enhance visual storytelling. 5. Use a combination of vector and raster techniques for digital illustrations. 6. Use iterative process to develop digital illustrations from concept to mood boards, thumbnail sketches, through finished works. 7. Practice drawing from observation in color and greyscale 8. Pitch an original concept with a visual presentation and engaging narrative. 9. Use a variety of perspective techniques (atmospheric, linear, etc.) to enhance visual storytelling in digital illustrations. 10. Explore how social and cultural trends influence media creation, consumption, interpretation, and dissemination.
Major Topics:	Lecture Topics (36 Hours) I. Demonstrate Elements and Principles of Two-Dimensional Design A. Principles of 2D Design (examples) 1. Line 2. shape 3. value 4. texture 5. scale 6. greyscale 7. positive/negative space 8. figure/ground relationships 9. symmetry/asymmetry 10. pattern/texture 11. Gestalt Theory II. Perspective Techniques A. The illusion of depth in 2d images B. 1, 2, and 3-point perspective C. Perspective for storytelling D. Atmospheric perspective III. Composition A. Perspective and POV B. Grids, guides, and layout

- C. Visual Hierarchy
- IV. **Demonstrate and Lecture on Color Theory**
 - A. Defining color relationships: Monochromatic, analogous, complementary, triadic, primary, secondary, tertiary
 - B. Defining color properties of hue, saturation, brightness
 - C. Defining and using different color modes to mix and identify color: HSB, CMYK, RGB, Grayscale, and Spot Color
 - D. Importing and using additional palettes such as Pantone and Web color
 - E. Color separations
 - F. Bit depth
- V. **Demonstrate Raster Illustration Tools and Techniques**
 - A. Layers
 - B. Blending Modes
 - C. Masks
 - D. Brushes
 - E. Raster Effects
- VI. **Demonstrate Vector Illustration Process and Tools**
 - A. Raster Brushes
 - B. Raster Gradients
 - C. Vector Lines
 - 1. pen tool: create and edit lines and curves
 - 2. stroke colors and weights
 - D. Vector Shapes
 - 1. Utilizing tools to create open and closed shapes
 - 2. Arranging shapes in overlapping layers
 - 3. Select, move, delete, copy, and combine objects
 - 4. Using transformation tools to scale, rotate, reflect, distort objects
 - 5. Creating complex shapes by modifying and combining simple shapes
 - E. Value, Color, and Fills
 - 1. Filling shapes with solid colors, tints, gradients and patterns
 - 2. Using blends to create highlights, midtones and shadows
 - 3. Defining new spot and process colors, creating custom palettes, loading palettes from palette library
 - F. Organizing the drawing process
 - 1. Using layers, guides, and grid
 - 2. Using templates for tracing
- VII. **Demonstrate Page Composition for Presentation of Concepts and Ideas**
 - A. Page structure
 - B. Text and Image Compositions
- VIII. **Visual Storytelling**
 - A. Storytelling narrative techniques
 - 1. Immersion
 - 2. Personal Storytelling
 - 3. Suspense
 - 4. Light, shadow and color
- IX. **Analysis, and Criticism of Student Projects**
 - A. Discuss and evaluate peer work: traditional two-dimensional design concepts of line, value, texture, pattern, scale, and various compositional strategies
 - B. Discuss and evaluate peer work: concept presentation, storytelling, narrative
 - C. Critiquing finished projects

	Lab Topics (54 Hours) I. Create Raster and Vector Compositions A. Digital Illustration 1. Composition of Scenes 2. Apply 2D design elements and principles to digital illustrations 3. Practice creating and editing vectors by various means like tracing reference and automated raster to vector conversion 4. Practice creating and editing raster images by various means 5. Work with patterning techniques to use repeated elements for surface design applications 6. Work with strokes, fills, and gradients, and other appearance attributes 7. Work with variable stroke widths for style B. Ordering, layering, overlapping, opacity 1. Practice and apply 2D design elements and principles 2. Practice creating original compositions and elements from reference 3. Work with strokes, fills, and gradients, and other appearance attributes 4. Work with variable stroke widths for style 5. Work with, ordering, layering, overlapping, opacity II. Observational Techniques A. Practice drawing quickly from observation B. Gather reference at the time of observation for later development III. Color Theory Practice A. Illustrate color relationships: Monochromatic, analogous, complementary, triadic, primary, secondary, tertiary B. Create and Name Color Schemes C. Apply Color to line art assets 1. Identity assets 2. Infographics 3. Illustrations D. Explore contrast, saturation, and other properties of color IV. Create a Personal Portfolio A. Incorporate presentation technique B. Incorporate basic typography and page layout C. Develop a portfolio that speaks visually with minimal extraneous text
Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90
A.1. Primary Methods of Evaluation (Part 1 - CCN courses only):	
A.2. Primary Method of Evaluation (Part 2 - all courses; choose one):	3) Skills demonstration

Typical Assignment Using Primary Method of Evaluation:	Find a source image that has multiple layers of content (e.g. foreground, middle ground, background). Use the pen tool and other vector creation and editing methods to create a layered composition in vectors that resembles a papercut composition. Manage your layers so the composition is easier to edit. Use appearances to create visual effects between the overlapping vectors. Document the entire process as well as the internal structure of your file and the final outcome for your portfolio. The final work will be assessed based on the quality and accuracy of the vectors, appropriate use of curved and hard anchor points, the organization of the file contents and completeness of the documented process.
Critical Thinking Assignment 1:	Apply knowledge of color theory to find digital photographs from which to generate color themes and swatch groups. Critically analyze the colors in the images you find to select images that express at least four distinct moods. Name the closest relevant color rule that can describe the colors pulled from the images, make a swatch group of idealized colors using the named color rule, and justify what emotion or feeling is expressed by the resulting color scheme. The final work will be assessed based on the completeness of the process and its documentation, the accuracy of the application of color rules, and the overall compositional value of the final presentation of the work.
Critical Thinking Assignment 2:	Analyze the intended function of an existing app and create vector graphics for a new, re-designed, main app icon and internal app iconography that matches both the function and feeling of the app and/or its content. The final work will be assessed on the completeness of the presentation of your process, the quality of the graphics and icons in the final presentation and their effectiveness in visually communicating the look and feel of the app's function and audience.
Other Evaluation Methods:	Completion, Presentation
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Loomis, Andrew (Author), <i>Creative Illustration</i> , Reissue, Titan Books, 2012 (Discipline Standard)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite:	
Category:	
Requisite course(s): List both prerequisites and corequisites in this box.	
Requisite and Matching skill(s):Bold	

the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	
Requisite Skill and Matching Skill(s): Bold the requisite skill(s). If applicable	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). If applicable	
Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	09/01/2023
Original Board Approval Date:	06/17/2024
Last Reviewed and/or Revised by:	Arnold Martin
Date:	01/20/2026
Last Board Approval Date:	04/16/2026
Effective Term:	FA 2026