

Syllabus

Course

VCD Software Tutorial: Computing software and technology for designers

Meets

219 West Lake Hall / 15 weeks, 1 credit

Tuesdays, 8:30–10 p.m.

Instructor

Enrique Colón

Contact

ecolon1@nd.edu

234 West Lake Hall

Tuesdays & Thursdays, 9:30–11:30 a.m.

Description

The intent of the VCD Software Tutorial is to equip students with the skills necessary to complete VCD 1 assignments. Attendance is voluntary but you are encouraged to attend on a regular basis to receive one-on-one training and support. Below you'll find an extensive list of recommended tutorials from Lynda.com and Udemy.com. These tutorials are organized by project and are intended to help you work through your assignments. Unless a chapter is followed by a specific tutorial, you can assume that the whole section contains useful information.

Your time is valuable: don't feel the need to sit and watch a tutorial or read a chapter from the book that isn't helping you or that features a concept with which you are already familiar. Spend your time learning skills that will help you complete your projects with the best possible craftsmanship and efficiency.

You will have at least an hour and a half each week during the tutorial period to ask for help on anything that isn't clear. Additionally you can contact me by email or set up an appointment. I am here to help you navigate the applications so you can produce the best quality work.

Goals

The course has two major goals: The **first goal** is to help students get up-and-running right away by providing an opportunity for one-on-one instruction; The **second goal** is to help students complete their assignments by allowing them to work and learn at their own pace. As stated above, attendance is not mandatory, but all students are encouraged to participate on a regular basis. Furthermore, students are encouraged to work on their VCD 1 projects throughout the week and use the VCD Software Tutorial to ask practical questions and develop new skills.

Textbook

Adobe Creative Cloud Design Tools Digital Classroom by Jennifer Smith and the AGI Creative Team is the suggested text for this class.

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Recommended **www.lynda.com** tutorials. Please note that access to this website will require either a paid monthly subscription or a library card issued by the St. Joseph County Public Library.

Cube & Letterform

Illustrator CC: Essential Training with Justin Seeley

1. Getting Started: Explains what vectors are, explains paths and appearance and a basic tutorial on Stacking order, e.g. send to back, send forward, etc.
2. Working with Documents: Very Important chapter. Make sure you understand this as it will affect every project you have for the rest of the semester.
Specifically: Creating files for print and Creating and using artboards
6. Working with Paths: Learning to draw with paths is the most important concept for this project.
8. Don't Be Afraid of the Pen Tool: Really useful.
9. Using Type in Illustrator
Specifically: Creating point and area text: You'll need point text to create your letterform element.
11. Working with Layers: You should use separate layers to place your cube sketch and drawing the vectors.
15. Printing, Saving and Exporting: Very helpful information for the semester and beyond.

Update Resume

InDesign CC Essential Training with David Blatner

1. Learning InDesign in Thirty Minutes: Basic introduction to this powerful program.
Specifically: Printing and creating a PDF
2. Understanding Your Workspace
3. Creating a Document
5. Text
8. Color
12. Character Formatting
13. Paragraph Formatting
14. Styles: Powerful tool within InDesign. Everything in your Resume document should be properly styled.

Word/Object Combination

Illustrator CC Essential Training with Justin Seeley

7. Creating Shapes: This builds on using paths which you learned above.
12. Working with Images
14. Drawing in Perspective: I'm not sure that this will be helpful, but check it out.

Designer Bio Presentation

If you need help with Power Point, Keynote, or Acrobat for your presentation, please let me know.

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Book Cover

Illustrator CC Essential Training with Justin Seeley

4. Working with Color
5. Working with Fills and Strokes: This should help you expand to more complicated illustrations.

Photoshop CC Essential Training with Julieanne Kost

9. Digital Image Essentials
11. Working with Layers
12. Selections and Layer Masks
13. Tone and Color Correction with Adjustment Layers
15. Retouching Essentials

Zoo Symbolform

Illustrator CC Essential Training with Justin Seeley

7. Creating Shapes (*Review*)
12. Working with Images: Review

Final Process Book

InDesign CC Essential Training with David Blatner

5. Text (*Review*)
6. Graphics
9. Frames and Paths
18. Packaging, Printing, and Exporting

Print Production Fundamentals with Claudia McCue

4. Ink on Paper
6. Layout Basics
8. Graphics
12. Finding Problems
14. Wrapping It Up

Recommended **www.udemy.com** tutorials. These courses are free, but you will be required to create a profile and some of the information may be outdated.

1. Getting Started with Illustrator CC by Train Simple

This is a quick overview to get you familiar with the basics of Adobe Illustrator. Learn how to create documents and get a better understanding of vector graphics.

2. Adobe InDesign Made Easy. A Beginners Guide To InDesign by Infinite Skills

This course is a little outdated, but many of the topics discussed have not changed a great deal. Starting with the basics, this course teaches you how to set up your workspace, use grids, work with text, paragraph formatting, and much more.

3. Getting Started with Photoshop CC by Train Simple

This course covers the basics of Photoshop CC and includes 23 lectures and more than 2 hours of content.