

Department of Art Syllabus

- I. ART 317 *Digital Illustration*, 3 Credit Hours
- II. PREREQUISITES
ART 205 and ART 203
- III. TEXTBOOK
None.
- IV. COURSE DESCRIPTION
This course examines the use of the computer as an artistic medium and tool for illustrators. Techniques using both vector- and raster-based editing software will be explored; as well as a review of the historical development and current directions of digital illustration. Assignments will have an emphasis on concept, creativity, technical achievement, and presentation. (Lab fee required)
- V. RATIONALE
Illustration covers a broad category of styles and techniques. The goal of this course is to focus on painting and drawing methods suited to current software applications. This course allows students to apply their drawing skills at a higher level by producing professional quality digital illustrations for print and web. Concept development and personal style will be a major focus. Critiques will consider composition, lighting, content, meaning and other constructive criteria.
- VI. LEARNING OBJECTIVES AND OUTCOMES
 - A. Demonstrate ability to use vector-based and raster-based software features and tools to create illustration and design projects;
 - B. Discuss concepts relative to the world of illustration or self-expression.
 - C. Incorporate basic principles of design into illustrative compositions.
 - D. Demonstrate a proficiency in the use of a digital drawing tablet.
 - E. Develop projects that allow the student to work toward creating portfolio pieces at a professional level.

VII. COURSE TOPICS

- A. Customizing brushes, tools, and textures
- B. Rendering Lighting, form, and shape in a digital environment
- C. Layering and blending modes
- D. Line Illustrations
- F. Digital Landscape paintings
- G. Portrait and figure illustration
- H. Abstract and non-objective illustrations
- I. Saving, printing, and portfolio development.

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture
- B. Demonstrations
- C. Critique
- D. Studio Projects

XI. EVALUATION

See Department of Art Syllabus Addendum for Grading Scale and Evaluation.

X. REFERENCES

- Glitschka, V. (2011). *Vector basic training : a systematic creative process for building precision vector artwork*. Berkeley, CA : New Riders
- Smith, J (2012). *Adobe Photoshop CS6 : digital classroom*. Indianapolis, Ind. : John Wiley & Sons, Inc.
- Harris, J (2008). *Vector graphics and illustration : a master class in digital image-making*. Mies, Switzerland : Rotovision.
- Robertson, S (2014). *How to render : the fundamentals of light, shadow and reflectivity*. Culver City, CA : Design Studio Press.
- Cámara, S (2006). *All about techniques in drawing for animation production*. Hauppauge, N.Y. : Barron's.
- Derek, L (2009). *Creative Photoshop CS4 : digital illustration and art techniques*, Burlington, MA : Focal Press
- Taylor, F (2012). *How to create a portfolio & get hired : a guide for graphic designers and illustrators*. London, England : Laurence King Publishing.
- Paricio, J (2015). *Perspective sketching : freehand and digital drawing techniques for artists & designers*. Beverly, Massachusetts : Rockport Publishers.

Flood, C. (2012). *British posters : advertising, art & activism*. London : V & A Publishing.

Samara, T (2014). *Design elements : understanding the rules and knowing when to break them*. Gloucester : Rockport Publishers.