

Department of Art Syllabus

- I. ART 5305 *Computer Illustration*, 3 Credit Hours
- II. PREREQUISITES
None
- III. TEXTBOOK
None
- IV. COURSE DESCRIPTION
This is an introductory course that allows the student to pursue computer-generated illustration and communication techniques. (Lab fee required)
- V. RATIONALE
This course is a part of the program of graduate studies in art at Mississippi College and may be taken in partial fulfillment of degree requirements. The course is intended to provide competencies in digital illustration which will enable the student to function in an increasingly computer-oriented visual world.
- VI. LEARNING OBJECTIVES AND OUTCOMES
Upon completion of this course, the student will be able to:
 - A. Execute creative illustrations using vector- and raster-based software.
 - B. Utilize contemporary computer hardware.
 - C. Build a portfolio of images created on the computer.
 - D. Show a grasp of the media-specific capabilities of computer illustration.
 - E. Comprehend the possible role of the computer in the furtherance of Christianity.
- VII. COURSE TOPICS
 - A. Operating systems
 - B. Computer objects
 - C. Software categories
 - D. Use of vector- and raster-based software
 - E. Creating illustrations on the computer
 - F. Applications of computer objects in computer display and print

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture/demonstration
- B. Preparation of notebooks
- C. Preparation for tests
- D. Studio projects
- E. Discussion
- F. Research and writing

IX. GRADING SCALE

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

X. LIST OF MATERIALS

Materials list will be provided by the instructor.

XI. REFERENCES

Brady, I. (2004). *Illustrating nature: Right-brain art in a left-brain world*. Talent, OR: Nature Works Press.

Cámara, S. (2006). *All about techniques in drawing for animation production*. Hauppauge, NY: Barron's.

Fowkes, A. (2014). *Drawing type: An introduction to illustrating letterforms*. London: Rockport Publishers.

Graphic Artists Guild (U.S.). (2010). *Graphic Artists Guild handbook: Pricing & ethical guidelines*. New York: Graphic Artist Guild. Newton Abbot.

Harris, J. (2008). *Vector graphics and illustration: A master class in digital image-making*. Mies, Switzerland: Rotovision.

Holmes, M. T. (2014). *The urban sketcher: Techniques for seeing and drawing on location*. Blue Ash, OH: North Light Books.

McWade, J. (2010). *Before & after: How to design cool stuff*. Berkeley, CA: PeachPit Press.

Paricio, J. (2015). *Perspective sketching: Freehand and digital drawing techniques for artists & designers*. Beverly, MA: Rockport Publishers.

Robertson, S. (2013). *How to draw: Drawing and sketching objects and environments from your imagination*. Culver City, CA: Design Studio Press.

Robertson, S. (2014). *How to render: The fundamentals of light, shadow, and reflectivity*. Culver City, CA: Design Studio Press.

Simon, M. (2005). *Facial expressions: A visual reference for artists*. New York: Watson-Guption.

Williams, R. (2007). *Robin Williams design workshop*. Berkeley, CA: PeachPit Press.