

ART 403 • Illustration • Syllabus

I. COURSE TITLE

ART 403 Illustration 3 Semester hours

II. PREREQUISITES

Art 303

III. TEXTBOOKS

None

IV. COURSE DESCRIPTION

A studio exploration of illustration techniques and their applications, with an emphasis on in-depth portfolio projects.

V. RATIONALE

The projects for this course offer students the opportunity to practice the hands-on skills needed should they pursue a career as an illustrator or designer. Emphasis is placed on communicating ideas, offering solutions, and understanding professional practices. Students are encouraged to develop their personal style in a variety of media.

VI. LEARNING OBJECTIVES AND OUTCOMES

Upon completion of this course, the student will be able to:

- a. Rapidly develop preliminary sketches of an initial concept
- b. Understand various research methods used for illustration
- c. Express ideas and interpretations into a visual production
- d. Identify the demands of printing and pre-press setup
- e. Identify the uses of illustration within contemporary books, magazines, and newspapers; as well as commercial application and industrial uses.
- f. Understand the process of publication and copyright application
- g. Compile a brief history of key illustrators and the importance of their works.
- h. Be familiar with presentation of an illustration portfolio
- i. Become aware of associations, organizations, instructional materials which are dedicated to the promotion of standards within the discipline of illustration.
- j. Develop personal criteria for evaluating illustrations.

VII. COURSE TOPICS

The major topics to be considered are:

- A. Professional practice
- B. Illustration History
- C. Types of Illustration
- D. Skills

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

Methods and activities for instruction will include:

- A. Lecture/ Presentation/ Demonstration
- B. Group Discussion and Critique
- D. Portfolio reviews

IX. ASSIGNMENTS

Projects:

Students are required to complete class assignments, exams, and portfolio presentations as assigned by the instructor.

X. EVALUATION

The student will be responsible for the following:

- A. Class Participation (including online assignments)10%
- B. Exercise Projects30%
- C. Unit Projects60%

XI. GRADING SCALE

A. = 93-100

B. = 85-92

C. = 76-84

D. = 65-75

F. = 0-64

I. = A incomplete may be given to a student who has been providentially hindered from completing work required in a course, provided that:

1. Semester attendance requirements have been met;
2. Most of the required work has been done;
3. The student is doing passing work and the student has made prior arrangements with the faculty member to complete the remaining work at a later date. The grade of "I" must be removed promptly or it becomes an F; it cannot be removed by repeating the course."

XII. LIST OF MATERIALS

A materials list will be provided by the instructor.

XIII. REFERENCES

A. Bibliography (Library Holdings):

Abling, Bina. (1991). *Advanced Fashion Sketchbook*. Fairchild Fashion Group. New York, New York.

Allen, Douglas, and Allen, Douglas, Jr. (1972). *N.C. Wyeth: The Collected Paintings, Illustrations, and Murals*. Crown Publishers. New York. (741.092 W974).

Boughner, Howard. (). *Cartooning Jobs for Beginning Cartoonists*. Walter Foster. Laguna Beach, California. (741.5 B662c).

Buechner, Thomas S. (1970). *Norman Rockwell, Artist and Illustrator*. H. N. Abrams, New York. (759.13 R594b).

Frewin, Anthony, (1975). *One Hundred Years of Science Fiction Illustration*. Pyramid Books. New York, New York.

Grossman, Julian. (1974). *Echo of a Distant Drum. Winslow Homer and the Civil War*. H.N. Abrams. New York. (760.092 H752e).

Heller, Steven. (1990). *Designing with Illustration*. Van Nostrand Reinhold. New York.
(741.6 H367d).

Kelvin, G.V. (1992). *Illustrating for Science*. Watson and Guptill Publications. New York,
New York.

Meyer, Susan E. (1983). *A Treasury of the Great Children's Book Illustrations*. Abrams.
New York. (741.642 M575t).

Parrish, Maxfield. (1973). *Maxfield Parrish*. Watson and Guptill Publications. New York.
(741.092 P249L).

Salisbury, Martin. (2004). *Illustrating Children's Books*. Barron's Educational Series. Hauppauge, New York. (741.642 Sa34i).

Schau, Michael. (1974). *J. C. Leyendecker*. Watson-Guptill Publications. New York. (741.973 L594s).

Taliaferro, John. (1996). *Charles M. Russell: The Life and Legend of America's Cowboy Artist*. Little, Brown. Boston. (709.2 R912t).

B. Topical References :

History

- Richard Hollis, *Graphic Design: A concise history* (2002)
Alvin Livingston, *The Thames & Hudson Dictionary of Graphic Design and Designers* (2003)
Steven Heller, *Graphic Design Time Line: A Century of Design Milestones* (2000)
Nick Souter, *Illustrator's Sourcebook: 1850 to the Present Day* (1990)
Ian, Nobel, *Picture Perfect: fusions of illustration and design* (2003)
Lawrence Zeegen, *Secrets of Digital Illustration: a master class in commercial image-making* (2007)

Theory

- Steven Heller, *The Education of an Illustrator* (2000)
Alan Male , *Illustration: A theoretical & contextual perspective* (2007)
Mark Wigan, *Basics Illustration series: "Text and Image" , "Thinking Visually" , "Sequential Images" , and "Global Contexts"* (2006-2009)

Professional Practice

- Darrel Rees, *How to be an Illustrator* (2008)
Adrian Shaughnessy, *How to be a Graphic Designer, Without Losing Your Soul* (2010)
Steven Heller, *Inside the Business of Illustration* (2004)
2010 Artist's & Graphic Designer's Market (2010)
Michael Fleishman, *Starting Your Career as a Freelance Illustrator or Graphic Designer* (2001)

Technical Advice

- Steve Caplin , *The Complete Guide to Digital Illustration* (2003)
Roger Walton, *The Big Book of Illustration Ideas 1 & 2* (2006 & 2008)
Victionary, *Illustration Play* (2007)
Fingerprint: The Art of Using Hand-Made Elements in Graphic Design (2006)
Elisabetta Drudi, *Figure Drawing for Fashion Design* (2010)

Illustrators

- Angus Hyland, *Contemporary Illustration: The picture book* (2006)
Robert Klanten, *Illusive 2: Contemporary illustration and it's context* (2007)
Julius Wiedemann, *Illustration Now!* (2010)