

I. COURSE TITLE

ART 5403

Illustration

3 Semester hours

II. PREREQUISITES

Art 403/ Transfer Equivalency/ Department Chair Approval.

III. TEXTBOOKS

Parromon's Editorial Team. (2001). All About Techniques in Illustration. Barron's Educational Series, Barcelona, Spain.

Howard, Rob. (1992). The Illustrator's Bible. Watson-Guption Pub., New York, New York.

Ermoyan, Arpi. (2002). Famous American Illustrators. Quantum Publishing Co. London.

IV. COURSE DESCRIPTION

This studio course is designed to enhance a student's capabilities in the production and presentation of various types of finished illustrations in a variety of media. The student will be expected to exhibit competency in basic illustration techniques and procedures leading up to marketable and competitive presentations.

V. RATIONALE

This studio course is designed to provide the student with opportunities to exercise his/her illustration skills through in-depth experiences in a variety of media. Students will be given opportunities to refine their personal styles, and encouraged to use the computer as an illustration tool. While fulfilling the constraints of each assignment, graduate students will be allowed to explore and experiment on the basis of their personal interests and creative ideas.

VI. LEARNING OBJECTIVES AND OUTCOMES

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

Art History:

A. Compile a brief history of the art of illustration including the works of at least 10 famous illustrators.

B. Identify and categorize at least 10 types of illustration by finding examples in contemporary books, magazines, commercial publications, and newspapers.

C. Complete a research paper on a selected illustrator.

Studio Art:

D. Be familiar with time-tested illustration media used by professionals in the field of illustration.

E. Visualize and apply the most appropriate medium for a particular illustration assignment.

F. Be familiar with the general processes of creating the following types of illustration:

a. caricature and satirical (political cartoon) illustrations

b. fashion illustration

c. interpretive product illustration

- d. editorial illustrations (such as book and magazine illustrations and covers)
 - e. sports illustration
 - f. technical and mechanical illustrations
 - g. Biblical / historical illustration
 - h. scientific illustration
 - i. medical illustration
 - j. health and emergency illustration
 - k. self-promotional illustration
- G. Be familiar with presentation and portfolio tips as related to the field of illustration.
- H. Research information relative to illustration as a profession by: (1) visiting agencies and businesses that use illustrators; and (2) by compiling a list of industrial and commercial businesses that make use of the services of illustrators.
- I. Access the computer as a tool of illustration when appropriate for specific requirements, such as scanning and/or editing original art work, and printing scanned or digital photos of artwork for portfolio use.

Art Criticism / Aesthetics:

- J. Verbally communicate how illustration processes and techniques of the past have bearing on the work of contemporary illustrators.
- K. Develop personal criteria for evaluating illustrations.
- L. Become aware of associations, organizations, instructional materials which are dedicated to the promotion of standards within the discipline of illustration.

VII. COURSE TOPICS

The major topics to be considered are:

- A. History of Illustration
- B. Types of Illustration
- C. Techniques, procedures, materials, styles of Illustration
- D. Media of the “Masters”
- E. Famous American Illustrators
- F. Communicating your Idea
- G. Caricature, Satire (Political Cartoon) Illustration
- H. Fashion Illustration
- I. Mechanical Interpretive Product Illustration
- J. Technical/ Industrial Illustration (Exploded, Cut-Away, Phantom Views)
- K. Sports Illustration
- L. Science Fiction / Fantasy Illustration
- M. Medical Illustration
- N. Magazine Cover Illustration
- O. Biblical / Historical Illustration
- P. Self-Promotional Illustration (Personal Business Cards, Art Exhibit Marquee)
- Q. Portfolio and Presentation Tips
- R. Getting Published

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

Methods and activities for instruction will include:

- A. Lecture/ Presentation/ Demonstration
- B. Group Discussion and Critique
- C. Visiting Lecturer
- D. Portfolio

IX. ASSIGNMENTS

Exercises: Choose 2 exercises from the following (“A” required):

- A. “Political Cartoon” Illustration Exercise
- B. Fashion Illustration Exercise
- C. Caricature Illustration Exercise
- D. Technical Exploded View Illustration Exercise
- E. Technical Explicative Flow Chart Illustration Exercise

Projects (Choose 4: “A”, “B”, and “J” are required):

- A. Magazine Cover Illustration (“Norman Rockwell” Type)
- B. Mechanical (Interpretive Product)

Choose ONE of the following (“free choice” projects):

- C. Technical / Industrial Cut-Away or Cross Sectional Illustration
- D. Sports Illustration
- E. Fantasy/ Surrealism
- F. Biblical/ Historical Illustration
- G. Self-Promotional Poster and Brochure Illustration
- H. Health and Emergency Illustration
- I. Medical Illustration

Required:

- J. Final Project: Computer Book Illustration

Research Paper:

A. Complete a 4-5 page typed research paper on a selected illustrator using at least five sources. Research : (1) the influence behind the illustrator’s work; (2) the process and materials used to create his/her illustrations; and (3) include several colored photocopies of the illustrator’s work.

B. Optional Practical Component: After completing a study on an illustrator, a student may substitute (with approval of the instructor), one of the “free choice” assignments with an illustration project in the same style as the illustrator that was researched. (Medium: Same as used by illustrator. Size: Approximately 12 X 18).

X. EVALUATION

The student will be responsible for the following:

A. Illustration Notebook50 pts.

Students will record class notes, notes from outside readings, and collect course hand-outs related to different topics in a three ring notebook. The notebook will also be used to collect research material used for each assignment. In addition, it will be used to record information such as: a brief history of illustration, 10 types of illustration and examples of each. The illustration notebook will be graded on the following criteria: content; organization; legibility of hand written notes; and overall neatness.

B. Homework Assignments / Research:50 pts

Homework: Students will be responsible to complete homework assignments (such as: conducting research on a given topic, purchasing supplies, or coming up with idea sketches for a given project) in preparation for the assignments. As a general rule, lab work should be spent producing art work, not conducting research. Research homework should be collected in the Notebook.

C. Assignments: Exercises and Projects.....600 pts.

Exercises and Projects will be turned in six times during the semester and graded according to principles discussed in class. Students will be handed an evaluation check list identifying requirements at least one week prior to the day of submission. Each assignment should contain a cover sheet with the student's name and the name of the specific assignment. 5 points will be deducted from the assignment for each day that it is turned in late.

D. Final Project.....200 pts.

Two weeks prior to dead week, students will begin work on a final project. The assignment is designed to be worth more points as it should be a culmination of a student's illustrative skills at this stage of their training.

E. Research Paper:

Complete a 4-5 page typed research paper on a selected illustrator using at least five sources. Paper will be graded on clarity and accuracy of information being researched.

.....100 pts.

F. Final Exam.....50 pts.

A final exam will consist of objective information related to different topics discussed in class. A review of the material will be conducted during "dead week".

G. Attendance and Professionalism.....50 pts.

Attendance: A student will be penalized for excessive absences. (0 absences = 50 pts.; 1 = 48 pts.; 2 = 47 pts.; 3 = 45 pts.; 4 = 43 pts.; 5 = 40 pts.; 6 = 36 pts.; 7 = 33 pts.; 8 = Fail the course). The number of absences, lates, and times a student leaves early from class will be tallied at the end of the semester. Three lates or leaving early will constitute as an absence.

Professionalism: Daily grades will involve records of a student's preparedness for class, a student's attitude toward constructive criticism, and making effective use of classroom time to complete assignments. For example, 3 pts. will be subtracted for not bringing necessary supplies to class.

XI. GRADING SCALE

Please refer to the Addendum to 2007-2008 Graduate Syllabi.

XII. OTHER COURSE INFORMATION

Please refer to the Addendum to 2007-2008 Graduate Syllabi.

XIII. LIST OF MATERIALS

Soft lead pencil
Charcoal pencil
Kneaded eraser
Ruling pen
India Ink and Pen Set (Nibs and Quill)
Felt Tip Pen
Sketch Pad (11 X 14 or 16 X 20)
Tracing Paper (9X12)
Illustration Board (smooth/hotpress)
Bristol Board
Water Color Intro. Set
Acrylic Introductory Set or Oil Introductory Set
Pastel Intro. Set
Gouache Intro. Set
Water color Brushes (#1, #8, 1in. Flat)
Oil/ Acrylic brushes (detail brush, medium flat, large flat)

XIV. 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. General References (Personal):

Borgman, Harry. (1989). Pen and Pencil Drawing Techniques. Dover Publications, Inc. Mineola, New York.

Duff, Jon M. (1982). Industrial Technical Illustration. Brooks/Cole Engineering Division. Monterey, California.

Ermoyan, Arpi. (2002). Famous American Illustrators. Quantum Publishing Co. London.

Hallett, Lisa, and Taylor, Thom. (1996). How to Draw Cars Like the Pros. Motorbooks International. Osceola, Wisconsin.

Jennings, Philip S. (1994). The Bible for Children (Illustrated by Severo Baraldi). Barnes and Noble. New York, New York.

Loomis, Andrew. (1957). Creative Illustration. Bonanza Books. New York, New York.

Milan, Fratelli Fabri. (1962). The Children's Bible: Old and New Testament. Western Publishing Company. Racine, Wisconsin.

Munce, Howard (ed.), (1972). The North Light Collection...the Views, Beliefs and Working

Methods of 49 Prominent Artists. Fletcher Art Services, Inc. Westport, Connecticut.

Murphy, Alexandra, R. (1986). Winslow Homer in the Clark Collection. Sterling and Francine Clark Art Institute. Williamstown, Massachusetts.

Rockwell, Tom. (1998). The Best of Norman Rockwell: A Celebration of 100 Years. Courage Books. Philadelphia, Pennsylvania.

Roettger, Dorye. (). Rivals of Rockwell. The Image Bank. New York, New York.

Steine, Kent and Taraba, Frederic. (1996). American Illustrator Poster Book: The J.C. Leyendecker Collection. Collector's Press. Portland, Oregon.

Stephenson, Ann. (1985). Introduction of Fashion Illustrating. Fairchild Publications. New York, New York.

Thoma, Marta. (1982). Graphic Illustration: Tools and Techniques for Beginning Illustrators. Prentice Hall, Inc. , Englewood Cliffs, New Jersey.