

Department of Art Syllabus

- I. ART 403 *Illustration*, 3 Credit Hours
- II. PREREQUISITES
ART 102 and ART 204
- III. TEXTBOOK
None
- IV. COURSE DESCRIPTION
A studio exploration of illustration techniques and their applications with an emphasis on in-depth portfolio projects. (Lab fee required)
- 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
 - A. Professional practice
 - B. Illustration history
 - C. Types of illustration
 - D. Skills

VIII. INSTRUCTIONAL METHODS AND ACTIVITIES

- A. Lecture/presentation/demonstration
- B. Group discussion and critique
- C. Portfolio reviews

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-Guptill.

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