

ART331 – ILLUSTRATION 2

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COURSE OVERVIEW:

Advanced course in illustration with an emphasis on the continuing development of a personal visual vocabulary, the sharpening of conceptual skills and the development of technical abilities in traditional and digital media. Students will strengthen and enhance portfolio content, increase their awareness of current trends in contemporary illustration, as well as learn the professional aspect of illustration including working with clients and an art director, reproduction requirements and professional practices.

COURSE GOALS:

- 1 | Broaden the student’s knowledge of the field of illustration.
- 2 | Strengthen the student’s skills in a variety of illustration styles and techniques.
- 3 | Understand the idea of visual story telling.
- 4 | Development of your personal illustrative style.
- 5 | Become more familiar with major contemporary illustrators and trends.
- 6 | Gain understanding of the relationship between art director and illustrator and explore both the challenges and rewards of collaboration.
- 7 | Gain a greater understanding of the commercial art world, and what role illustration plays.

LEARNING OUTCOMES:

- 1 | Students will create graphic design projects using illustration as the primary vehicle for expression.
- 2 | Students will combine traditional and digital techniques in the creation of graphic forms.
- 3 | Students will analyze examples of contemporary illustration, and duplicate a variety of illustrative techniques.
- 4 | Students will employ illustrative style as a vehicle for content and story-telling, and the appropriate use of style for a given client or project.

REQUIREMENTS & SUPPLIES:

- sketch-book, exclusively used for this class (I recommend these: creativesoutfitter.com)
- tracing paper
- Pencils and felt tip pins, various sizes (I recommend Papermate Flair pens and Sharpies)
- flash drive (recommended)
- Other materials may be assigned.
- You must bring your sketch book, tracing paper, pencils and pens to class everyday.

RECOMMENDED READING:

Illustration Now!

GRADING POLICY:

Grades are based on a percentage of the total number of points accumulated during the semester, with a total of (approximately) 700 points. Unforeseen changes may result in a change to the final point total.

5 major projects	500 pts. (100 pts. each)			
Participation	100 pts.			
Homework	100 pts. (combined)			
A = 93% – 100%	B+ = 87% – 89%	C+ = 77% – 79%	D+ = 67% – 69%	
A- = 90% – 92%	B = 83% – 86%	C = 73% – 76%	D = 63% – 66%	
	B- = 80% – 82%	C- = 70% – 72%	D- = 60% – 62%	

Projects turned in late will receive an automatic 20 pt. deduction. You will then have one week from the due date to turn it in. After one week you will receive an F for that project, even if there is no scheduled class on that day. On-time means that it is ready by the beginning of the class session. If you are working on something in the beginning of class then it is considered late.

PARTICIPATION AND ATTENDANCE:

Attendance is required, 2 absences are allowed, each additional absence will result in a 20 pt. deduction. You are responsible to find out from your peers what information you missed. Arriving more than 5 minutes after the scheduled session time, is late. Two lates equal one absence. 30 minutes late is considered absent. Showing up to class without the required materials will also result in an absence.

Exceptions to the attendance policy will only be made in the event of a family emergency or, personal illness with a doctors note or something urgent which is out of your control. Discuss all instances with me. Vacations, weddings, work, travel plans, etc., are not valid excuses.