

VCIL-1142: ILLUSTRATION I

Cuyahoga Community College

Viewing: VCIL-1142 : Illustration I

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIL - VC-Illustration

Course Number:

1142

Title:

Illustration I

Catalog Description:

Analog and digital rendering for visual communication and design applications. Emphasis on formal qualities of two dimensional illustration techniques used to render images.

Credit Hour(s):

3

Lecture Hour(s):

2

Lab Hour(s):

2

Requisites

Prerequisite and Corequisite

VC-1000 Visual Communication Foundation or concurrent enrollment.

Outcomes

Course Outcome(s):

Create introductory-level illustration projects with emphasis on rendering in digital media.

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):

1. Explain formal qualities of two dimensional illustration.
2. Define styles and technical requirements of illustration based on cultural and current industry trends.
3. Demonstrate process of creating an illustration, from idea, to concept sketches in traditional media, to final output.
4. Demonstrate rendering techniques in digital media.

Course Outcome(s):

Demonstrate application of sound principles and elements of design and color theory in the creation of illustrations.

Essential Learning Outcome Mapping:

Critical/Creative Thinking: Analyze, evaluate, and synthesize information in order to consider problems/ideas and transform them in innovative or imaginative ways.

Objective(s):

Define the basic principles and elements of design, and demonstrate application of the principles of design in illustration projects.

Define basic concepts of color theory, and demonstrate the ability to make appropriate color choices in illustration projects.

Methods of Evaluation:

1. Exercises
2. Projects
3. Presentations

Course Content Outline:

1. Introductory illustration projects with emphasis on digital media
 - a. Graphic translation
 - b. Custom display type
 - c. Conveying a message visually
 - d. Colorizing line art
 - e. Custom illustration incorporated in 2D layouts
2. Introductory illustration techniques and procedures
 - a. Rendering basic shapes in traditional and digital media
 - b. Rendering the illusion of space in traditional and digital media
 - i. One and two-point perspective
 - c. Introduction to digital illustration tools
 - i. Vector illustrations
 - ii. Raster/bitmap illustrations
3. Process
 - a. Conceptualization strategies
 - b. Use of drawing reference
 - c. Output and publication
 - i. Digital media
 - ii. Traditional media
4. Principles of design
 - a. Unity
 - i. Gestalt principles
 - b. Balance
 - c. Contrast
 - d. Rhythm
 - i. Pattern
 - e. Scale
 - f. Emphasis
5. Elements of art & design
 - a. Line
 - b. Color
 - c. Shape
 - d. Form
 - e. Value
 - f. Space
 - g. Texture
6. Color theory
 - a. Primary, secondary, tertiary
 - b. Complementary, split complementary, analogous
 - c. Designing a color palette for an illustration
 - i. RGB versus CMYK color models

Resources

Male, Alan. *Illustration: A Theoretical and Contextual Perspective* . 2. Bloomsbury Visual Arts, 2017.

Houston, Greg. *Illustration that Works: Professional Techniques for Artistic and Commercial Success* . Monacelli Studio, 2016.

Elam, Kimberly. *Graphic Translation, A graphic design project guide*. BookSurge Publishing, 2006.

Zeegan, Lawrence. *Secrets of Digital Illustration: A Master Class In Commercial Image-making*. Miles, Switzerland: RotoVision, 2007.

Williams, Freddie. *DC Comics Guide to Digitally Drawing Comics*. New York: Watson-Guptill, 2009.

Zeegan, Lawrence. *Fundamentals of Illustration: How to Generate Ideas, Interpret Briefs, and Promote Oneself, Practicality, Philosophy, and Professionalism Explored in Both Digital Analogue World of Illustration*. Lausanne, Switzerland: AVA Publishing, 2006.

Klanten, Robert. *Illusive: Contemporary Illustration and Its Context*. 4th ed. Berlin: Gestalten Verlag, 2007.

Rees, Darrel. *How to be an Illustrator*. London: Laurence King Publishers, 2014.

Resources Other

Web Sites

<https://helpx.adobe.com/illustrator/tutorials.html>

<https://helpx.adobe.com/photoshop/tutorials.html>

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