

VCIL-2142: ILLUSTRATION II

Cuyahoga Community College

Viewing: VCIL-2142 : Illustration II

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIL - VC-Illustration

Course Number:

2142

Title:

Illustration II

Catalog Description:

Exploration of creating illustrations for print and web media using industry-standard tools. Emphasis on experimentation with aesthetic and technical elements of digital illustration.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

4

Requisites

Prerequisite and Corequisite

VCIL-1142 Illustration I

Outcomes

Course Outcome(s):

Create intermediate to advanced illustration projects using digital and traditional media which adhere to sound principles of design and color theory.

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. Design and create professional illustrations which can be used in real-world applications.
2. Demonstrate the ability to effectively use sound principles of design and color theory in the creation of illustrations.
3. Demonstrate the ability to incorporate illustrations in various applications and 2D layouts.

Methods of Evaluation:

1. Projects
2. Presentations

Course Content Outline:

1. Intermediate to advanced illustration projects using digital and traditional media
 - a. Character design
 - i. Gesturing the figure
 - ii. Realistic versus stylized rendering of the figure
 - iii. Portraiture and facial expressions
 - b. Editorial illustration
 - i. Conveying a clear message with visual images
 - c. Sequential art
 - d. Custom illustration incorporated in 2D layouts
 - i. Combining type with image
2. Intermediate to advanced illustration techniques and procedures
 - a. Concept sketches in traditional media
 - b. Digital illustration tools
 - i. Vector illustrations
 - ii. Raster/bitmap illustrations
 - iii. Scanning traditional media
 - iv. Photography
 - v. Stylus and tablets
3. Principles of design
 - a. Unity
 - i. Gestalt principles
 - b. Balance
 - c. Contrast
 - d. Rhythm
 - i. Pattern
 - e. Scale
 - f. Emphasis
4. Elements of art & design
 - a. Line
 - b. Color
 - c. Shape
 - d. Form
 - e. Value
 - f. Space
 - g. Texture
5. Color theory
 - a. Primary, secondary, tertiary
 - b. Complementary, split complementary, analogous
 - c. Designing a color palette for an illustration or layout
 - i. RGB versus CMYK color models
6. Process
 - a. Conceptualization strategies
 - b. Use of drawing reference
 - c. Output and publication
 - i. Digital media
 - ii. Traditional media
7. Role of the illustrator in a production pipeline
 - a. Production Illustrator
 - b. Concept Illustrator
 - c. Art Director
 - d. Account Manager/Brand Director
8. Intro to basic portfolio and presentation strategies
 - a. Traditional print portfolio
 - b. Digital portfolio

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.

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-Guption, 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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