

IDES 237

Digital Illustration

Spring Term 2017 » 3 credits » Instructor:

Course format: 60 hours of classroom instruction plus 30 hours of supervised studio work over 15 weeks.

Recommended Websites

idearefinery.net

Recommended Text

Wigan, Mark. *Basics Illustration Series (Thinking Visually, Sequential Images, Text and Image)*. UK: AVA/ Academia, 2006-08.

COURSE DESCRIPTION

This course introduces digital illustration techniques using industry standard software to create vector- and raster-based images. Students gain an understanding of the strengths of digital technology in contemporary conceptual illustration. Technical skills with static and sequential imaging are built through a variety of in-class exercises and projects with targeted briefs.

COURSE STUDENT LEARNING OUTCOMES

On successful completion of this course, students will be able to:

- communicate creative concepts through digital illustration;
- select appropriate image-making software program(s) to achieve particular illustration techniques;
- demonstrate a variety of illustration styles (e.g. collage, line art, realism, and photo-based) using a range of digital mediums;
- develop one or more personal styles of digital illustration.
- describe how motion expands storytelling in illustration;
- continue investigation through self-directed learning.

IDES 237

Digital Illustration

Weekly Schedule

WEEK 1

Review of Digital Illustration.

Lecture: What is digital illustration today? What are the definable styles, methods and techniques emerging in the field of digital illustration?

Demo: Creating an illustration with Adobe Illustrator.

Pen tools, color selection, pathfinder palette. Emphasis on the process of image development (concept, linear drawing, value sketch, etc.), and logical layer management.

Project 1: Illustrate an “Everyday Monster” using Illustrator. Due week 3.

WEEK 2

Using Adobe Illustrator.

Participatory Demo: Exploring Illustrator’s spontaneous capabilities for shape construction.

Review sketches and concepts for first project.

WEEK 3

More Adobe Illustrator.

Demo: the Power of Illustrator’s Appearance Panel.

Project 1 due. Critique.

Project 2: Create editorial illustration for magazine article. Due week 6.

WEEK 4

More Adobe Illustrator.

Creating custom brushes, patterns.

WEEKS 5

Adobe Illustrator effects.

Participatory Demo: How to combine layer styles, blending modes, masks, brushes, and effects to create an illustration.

Examine online illustration resources for self-directed learning.

WEEK 6

Project 2 due. Critique.

Project 3: Conceptual portrait using Photoshop’s Brush and Mixer Brush tools.

Due week 10.

WEEK 7

Painting in Photoshop 1: Rendering.

Participatory Demo: Using Photoshop’s brush engine to create a responsive brush for rendering.

Utilizing Tool Presets.

Creating a rendered environment.

IDES 237

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Weekly Schedule

WEEK 8

Painting in Photoshop 2: Texture.
 Participatory Demo: Using the Photoshop’s brush engine to create textured brushes.
 Emulating traditional media.

WEEK 9

Painting in Photoshop 3: Colour.
 Participatory Demo: Creating a “painting palette”.
 Mixing colours with the Mixer Brushes.

WEEK 10

Project 3 due. Critique.
Project 4: Create illustrated storyboard for animated sequence. Due week 15.

WEEK 11

Lecture/Demo: Creating assets for motion design.
 Review concepts for Project 4.

WEEK 12

Introduction to After Effects.
 Demo: Turning a static illustration into a dynamic animation.

WEEK 13

Introduction to 3-D programs.
 Demo: Using SketchUp to create 3-D models.

WEEK 14

Compositing in Photoshop.
 Demo: Merging diverse imagery to create a unified illustration.
 Review Project 4.

WEEK 15

Project 4 due. Critique.

EVALUATION PROFILE

Project 1: Everyday Monster	10%
Project 2: Editorial Illustration	25%
Project 3: Conceptual Portrait	20%
Project 4: Storyboard for Animation	30%
Participation	15%
Term total	100%

GRADING PROFILE

<i>Excellent</i> A+ 90-100 A 85-89 A- 80-84
<i>Good</i> B+ 77-79 B 73-76 B- 70-72
<i>Satisfactory</i> C+ 67-69 C 63-66 C- 60-62
<i>Minimal Pass</i> D 50-59
<i>Fail</i> F 0-49

Learning Outcomes and Operational Details

Mission Statement

The *Bachelor of Design in Visual Communication* prepares graduates for professional practice in the visual communication field through the development of creative, collaborative, conceptual and design thinking skills for print, social and dynamic media.

Program Student Learning Outcomes

On successful completion of the *Bachelor of Design in Visual Communication*, graduates will be able to:

- Demonstrate in-depth knowledge of current visual communication practice.
- Identify and solve communication problems using a strategic process, with an emphasis on design thinking, creativity, original solutions, and clarity of communication.
- Describe and respond to the audiences and contexts which communication solutions must address, including recognition of the physical, cognitive, economic, cultural and social human factors that shape visual communication decisions.
- Demonstrate proficiency with the tools, techniques and technologies that support visual communication practice and apply concepts across a range of media platforms.
- Enter the field as visual communication professionals.
- Apply visual communication expertise for societal and environmental benefit.
- Work collaboratively with other disciplines in business, industry, and the broader community.
- Recognize the importance of life-long learning and responsiveness to change.

ATTENDANCE /PENALTIES FOR MISSING CLASS

Attendance is essential. Students who are marked absent for more than three classes within a course will not receive credit for the course.

PUNCTUALITY /PENALTIES FOR LATENESS

Punctuality is essential. Students more than 15 minutes late for class or who leave before the end of class without asking permission will be marked absent. Students must call or e-mail the Program Assistant and their instructor before class if they will be absent.

PARTICIPATION

Students will be evaluated on the frequency and relevance of their comments, questions, observations and discussions of weekly course content; on their active engagement in assignments; on their group participation; and on their work-in-progress, at 1% per class or to a maximum of 15%.

LATE ASSIGNMENTS

If a course contains assignments, 20% will be deducted for each period of 1 to 7 days that an assignment is late, unless prior arrangements are made with the instructor. If an instructor uses a different late assignment policy, this will be printed on the course outline.

MISSED EXAMS AND QUIZZES

Missed exams and quizzes (if any) will be assigned a grade of zero. Students will be allowed to make up exams and quizzes only under the following conditions: if a doctor's certificate of illness is provided; if in the case of the death of a close family member, a death certificate is provided; if prior approval of the instructor has been obtained.

CHEATING /PLAGIARISM

Cheating is an act of deceit to obtain an academic advantage. Plagiarism is the presentation of another person's work or ideas as if they were one's own. Cheating and plagiarism will be dealt with according to the University policy *Cheating and Plagiarism*, and can result in suspension from the University. See University Policies below.

INCOMPLETE GRADES

If a student believes an exceptional circumstance prevents his/her completion of a course in the assigned timeframe, and wishes to obtain an "I" (Incomplete) grade, he/she must petition the instructor prior to the grading deadline. "I" grades are at the discretion of the instructor. Extent of work and submission deadline within 4 months of the end of term must be agreed upon by the student and the instructor in writing. If the work is not submitted by the agreed date, the grade will reflect the uncompleted work. Please see "Incomplete Grade I" in the online Capilano University Calendar.

ENGLISH USAGE

All written work submitted must use good academic English and follow the guidelines provided in the *The Capilano Guide to Writing Assignments* (available from the Capilano University Bookstore). If students anticipate difficulties, help is available through the Writing Centre (details available online or from the department).

PROFESSIONAL BEHAVIOUR

Students should demonstrate a professional attitude and behaviour towards their work, their fellow students and their instructors. Each student should demonstrate reliability; respect for and cooperation with colleagues; a willingness to work calmly and courteously under difficult conditions; and a determination to achieve first-class work while meeting deadlines. Students should have respect for equipment and systems, and demonstrate a constructive response to criticism.

COMPUTER COURSE REQUIREMENTS /POLICIES

Students are expected to abide by the University policies *Statement of Appropriate Use of Information Technology Facilities and Services* and *Misuse of Computer System* in any use of computers at the University.

UNIVERSITY POLICIES

Students are expected to read and abide by all University policies and procedures. Capilano University has policies on Academic Appeals (including appeal of final grade), Student Conduct, Cheating and Plagiarism, Academic Probation and other educational issues. These and other policies are available on the University website.

EMERGENCY PROCEDURES

In the event of an emergency, students must follow the emergency procedures posted in the classrooms.