

CUYAMACA COLLEGE
COURSE OUTLINE OF RECORD

ART 242 – ILLUSTRATION II

2 hours lecture, 4 hours laboratory, 3 units

Catalog Description

This course is a continuation of the concepts and techniques presented in Illustration I. Increasingly more advanced illustration projects, techniques, concepts and methods will be presented. Emphasis is placed on the development of original concepts, refinements of techniques, production methods and development and presentation of portfolio quality artwork. In addition, rendering will be presented and incorporated in several projects.

Prerequisite

“C” grade or higher or “Pass” in ART 241 or equivalent

Entrance Skills

Without the following skills, competencies and/or knowledge, students entering this course will be highly unlikely to succeed:

- 1) Plan and create original illustrations using a variety of materials and a variety of linear and tonal techniques.
- 2) Create original illustrations of increasing complexity and skill with an emphasis on line quality, proportions, use of wet and dry materials but not limited to brush, markers, pencils, paints and found objects.
- 3) Demonstrate and analyze their own illustrations a personal style and an increasing ability to communicate an idea, theme, or emotion.
- 4) Use of appropriate art vocabulary to discuss their original illustrations and the illustrations of their peers.
- 5) Discuss and create illustrations that have a diverse social, economic, and political themes.

Course Content

- 1) Effective visual communication in the ever-changing market
- 2) Major media and techniques
- 3) Commercial illustration applications
- 4) Global solutions for effective visual communication
- 5) Art elements, principles of design and art vocabulary
- 6) Composition, spatial relationships and form

Course Objectives

Students will be able to:

- 1) Develop illustration applications (children’s book, medical illustration, caricature, political cartoon, narrative illustration or other themes).
- 2) Explore the use of various illustration media and techniques beyond drawing.
- 3) Critique one’s own work and their peers work using critical analysis and constructive feedback.
- 4) Explore demands and disciplines required in the illustration field.
- 5) Develop their personal direction reflected in a portfolio.
- 6) Develop illustrations that reflect the use of visual imagery, diverse themes, including social, political, economic, symbolism and other themes that could be used for commercial use.

Method of Evaluation

A grading system will be established by the instructor and implemented uniformly. Grades will be based on demonstrated proficiency in the subject matter determined by multiple measurements for evaluation, one of which must be essay exams, skills demonstration or, where appropriate, the symbol system.

- 1) Assessments that measure students' ability of define, describe and apply formal art vocabulary, principles of design and the art elements to works of art.
- 2) Written assignments or classroom/studio activities including art presentations, gallery visits, group discussions and oral critiques of their work and of their peer.
- 3) Participation in studio and classroom activities that require the design and application of wet, dry design media, collage, found objects, digital resources and other techniques.
- 4) A rubric will be used uniformly that measures students' skill, performance, technique, creativity, and ability to follow directions in a timely fashion.

Special Materials Required of Student

Computer, internet service, paper, sketchbook, ruler, and other materials/media such as pencils, x-acto knife, Prisma color pencils, gouache paints, collage materials and other materials as assigned

Minimum Instructional Facilities

- 1) Smart classroom studio with drawing tables and chairs, ventilation system, storage space, internet
- 2) Wall space for hanging and critiquing art work
- 3) Adequate lighting including overhead lights, natural lights
- 4) Sinks with hot and cold water
- 5) Audiovisual: digital projector, computer, light box, screen
- 6) Lockers

Method of Instruction

- 1) Lecture
- 2) Laboratory demonstration
- 3) Group discussions and activities
- 4) Field trips
- 5) Individual and group critiques

Out-of-Class Assignments

- 1) Readings
- 2) Writing reports or journaling or documenting with cameras or videos
- 3) Collect reference materials
- 4) Research chosen themes or concepts as assigned

Texts and References

- 1) Required: None
- 2) Supplemental (representative examples):
 - a. Heller, Steven. *Stop, Think, Go, Do: How Typography and Graphic Design Influence Behavior*. Rockport Publishers, 2013.
 - b. Le, Khang, Yamada, Mike, Yoon, Felix, Robertson, Scott. *The Skillful Huntsman*, Design Studio Press, 2005.
 - c. Voigt, B. *Drawings and illustrations*. Dover Publications, 2011.
 - d. Zeegan, Lawrence. *Fifty Years of Illustration*. Laurence King Publishing, 2014.

Student Learning Outcomes

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

- 1) Create illustrations that demonstrate and apply both the principles of design and the elements of art at an advance level.
- 2) Identify artistic qualities, major works or significant individuals in art from various historical periods.