

ART219

ILLUSTRATION

[SYLLABUS F I I]

Illustration is an introductory studio exploring traditional and digital illustration media as a means of visual problem solving.

Course Supplies

- Black Ink and/or Ink pens/
Rapidographs/Micron or Sharpie
Markers
- Set of 12/24/36 Prismacolor Color
Pencils
- Strathmore 400 Series Watercolor
Paper Pad: 9 x 12" - 12 sheets
- Bienfang Graphics 360 Marker Paper
Pad: 11 x 14"
- Illustration Board as needed:
3 each of 20 x 30 " Hot Press
and Cold Press
- Mat Board as needed - Black
- Foamcore as needed - Black
- Designers Gouache: Tube Set of 12
- Watercolors: Tube Set of 12
- Blick Folding Palette Box - (Large)
- Princeton - Set N - Camel Brushes
(Set of 3)
- Princeton - Set Z - Golden Taklon
Brushes (Set of 7)
- Natural Sponge
- Old Toothbrush
- Gesso
- Matte Medium
- X-Acto Knife #2
- Spray Mount
- Workable Fix
- 2 or 3 inch Paint Brush

Reproduction Permission

By enrolling in ART219 Illustration, permission is granted by the student, to the university to use any artwork, designs or illustrations, as demonstrative samples of student work for the stated course, in university publications, websites or multimedia promotions.

Students with Disabilities

Students who have a disability that may impact their ability to complete the requirements of the course must contact me personally before the second class meeting so we may discuss any necessary accommodations needed to complete the class. If you have a documented learning or other disability, you must contact Disability Services in the Student Affairs Office for support and documentation of your particular situation. No accommodations will be provided without official, written documentation from the Student Affairs Disability Director.

Course goals and objectives

Upon completion of this course, students will...

- understand the role of illustration in the mass media, publishing and advertising
- be fluent in a range of illustration media
- be have an ability to analyze visual problems and devise visual solutions
- be able to execute an illustration which meets the parameters of the visual problem
- utilize basic principles of design and composition
- demonstrate an ability to think conceptually
- be able to express conceptual and emotional themes

* **Project schedules are subject to change at the instructors discretion.**

Attendance and Participation

Mandatory attendance. Three absences per semester (excused or unexcused) will be permitted. Absences beyond the three will result in the lowering of the final grade one-third letter grade for each class missed. Being late for class more than twice counts as one absence for each occurrence beyond the two. Being "late" is defined as arriving after the instructor. Being more than 15 minutes late counts as an absence. Leaving class early will count as an absence. If class is missed, the student must complete any assignments or readings assigned during that class with the same deadlines as those students attending class. Attendance will be noted at the beginning of every class period. Exceptions only for documented emergency or illness and/or by prior arrangement with the instructor.

This is a studio class, come with all supplies needed and be prepared to work while in class. There are six hours of class per week and you should dedicate at least six hours of concentrated work per week outside of class. Critiques will be held throughout the semester. Each student will present their work and defend their creative and technical decision making. Participation in critiques is expected and will be noted.

Late assignments and revisions

Late assignments effects final grade by a letter grade for each day the assignment is late. If any critique, exercise assignments or daily class assignments are missed a grade of 0 will be given.

Classroom Etiquette

Student are expected to do their part in keeping the classroom in good shape. Log off the computer, clean off table tops, trash any scraps, push in stools/chairs at the end of each class session. DO NOT use X-Acto knives on the wooden table surfaces, use the drafting table or cutting mats. DO NOT use Spray Mount in the building. Clean-up begins five minutes before end of class. NO FOOD or DRINKS in the computer lab at any time! NO WEB SURFING on non-class related topics. NO YouTube Videos of non-class related topics. NO CHECKING EMAILS during class. Any infractions to these rules will be dealt with in an appropriate manner.

Ethical Practices

In keeping with university policy. Student Conduct Code Sect. 8.050.1 and common standards of integrity and professional practice, plagiarism will not be tolerated. Plagiarism is grounds for expulsion from the university and/or disciplinary action within the course and/or program.

Acquiring someone else's intellectual property (design, photography, graphics or illustration) or lifting ideas from a source outside your own inspiration and presenting it as your own work is prohibited and will result in failing grades for the assignment and/or the semester.

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Grading Criteria

You will be graded upon the following criteria:

- Concept: The idea behind the solution
Content: What is stated in the solution
Design: Creative use of design elements and principles
Production: Craft in which the project is produced
Presentation: Visual/verbal presentation of the work
Efficiency: The ability to work in a well thought out and planned manner
Reliability: The ability to meet deadlines and attend class
Process: The documentation of how a design is developed

Grading in ART219 is based upon two portfolios. One portfolio at midterm and one final portfolio at the end of the semester. The main grading components in the midterm and final portfolios will be Concept, Content, Design, Production and Presentation. Efficiency, Reliability and Process will be noted throughout the semester and factored into the final grades. You will be allowed to revise and refine any project completed during the course of the semester (post-project deadline) for inclusion in your portfolio(s).

Good process (research, traditional thumbnails, variation sketches, comps - visual thinking) is vital to illustration development. It is expected and you may be asked to produce at any time the documentation of your design processes. Lack of design process will be noted throughout the semester and factored into your final grade. Each student will be required to create and maintain a blog of their experience during the semester. This blog will also serve as a measure of process.

Evaluation will be on the A - F scale.

- A - 100 to 90% - Excellent - superior
B - 89 to 80% - Good - above average
C - 79 to 70% - Average
D - 69 to 60% - Below average
F - 59% and below - Failing

Grading Rubric

- A • Exceeds/masters all course objectives
- Attends all class meetings and is always prompt
 - Invests quality, productive time and energy in studio
 - Sets standards for fellow designers in work and professional demeanor (team player and leader)
 - Attentive to process
 - Work is completed on schedule without exception
 - Willing to revise and improve projects, techniques, and process
- Will certainly do well professionally**
- B • Meets course objectives (Exceeds or masters a few)
- Attends most class meetings and is consistently prompt
 - Invests time and energy in studio
 - Often sets standards for fellow designers in work and professional demeanor
 - Attentive to process
 - Work is completed on schedule with little exception
 - Willing to revise and improve projects, techniques, and process
- Will do well in the professionally**
- C • Meets course objectives
- Attends most class meetings
 - Inconsistent time and energy spent in studio
 - Often follows the standard set by fellow designers in work and professional demeanor
 - Inconsistently attentive to process
 - Work is completed on schedule with some exceptions willing to revise and improve projects, techniques, and process on occasion
- May or may not remain in the field**
- D • Meets few course objectives
- Misses or is late to several class meetings
 - Does not invest sufficient time and energy in studio
 - Often falls below the standards set by fellow designers in work and professional demeanor
 - Inconsistently attentive to process
 - Work is often not completed on schedule and is poor quality
 - Does not initiate revisions and improvements on projects, techniques, and process
- Encourage to seek another major**
- F • Does not meet course objectives
- Does not attend most class meetings or is habitually late
 - Does not invest appropriate time and energy in studio
 - Falls below the standards set by fellow designers in work and professional demeanor
 - Inconsistently attentive to process
 - Work is often not completed on schedule and is poor quality
 - Fails to sufficiently revise or improve on projects, techniques, and process
- Encourage to seek another major**