

GID 43: ILLUSTRATION & DIGITAL IMAGING

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2022
Units:	4
Hours:	3 lecture, 3 laboratory per week (72 total per quarter)
Advisory:	Not open to students with credit in GID 76 or GRDS 90.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- A successful student will be able to create illustrations that communicate the content of an editorial or narrative of a story.
- A successful student will be able to effectively use painting and drawing tools to visually communicate ideas and information.

Description

Creation of images to communicate ideas. Traditional and digital media. Emphasis on concept development and communication effectiveness. Development of personal visual vocabulary while learning art making techniques and media, reproduction processes and illustration business practice.

Course Objectives

The student will be able to:

1. create illustrations that communicate the content of an editorial or narrative of a story.
2. demonstrate an awareness of basic principles of form and composition.
3. effectively use painting and drawing tools to visually communicate ideas and information.
4. compare and contrast styles of contemporary electronic illustrators with illustrators using traditional media.
5. create hard copy prints for class critique and portfolio presentation.
6. recognize and appreciate the contributions made in this field by people from diverse cultures and backgrounds.
7. share through class discussions the cultural and personal strengths of their work.

Course Content

1. Overview of illustration
 - a. History and development of illustration styles (Lec)
 - b. Artistic contributions by individuals from diverse cultural backgrounds (Lec)
 - c. Narrative structure and visual communication (Lec)

- d. Artistic styles using digital media (Lec)
 - e. Use of tools and mediums (Lec)
2. Software demonstrations and techniques
 - a. Object-oriented drawing software (Lab)
 - b. Bitmapped painting software (Lec)
 - c. Image editing software (Lec)
 - d. Technological contributions by individuals from diverse cultural backgrounds (Lec)
 3. Hardware
 - a. CPU, monitors, drawing tablets (Lec)
 - b. Scanners and digital cameras (Lec)
 - c. Printers and color management (Lec)
 4. Principles of form and content
 - a. Principles of composition (Lec)
 - b. Visual communication (Lec)
 - c. Creative problem solving (Lec)
 5. Image creation
 - a. Subject matter, content, form (composition), context and technique (Lab)
 - b. Idea development and sketching (Lab)
 - c. Research and planning (Lab)
 - d. Developing individual styles and interpretations (Lab)
 - e. Applying techniques, special effects and short cuts (Lab)
 - f. Exploring solutions for achieving visual awareness, mood, dramatic emphasis and professional standards (Lab)
 6. The business of illustration
 - a. Job opportunities (Lec)
 - b. Reproduction and digital technology (Lec)
 - c. Ethics of electronic image making (Lec)
 - i. Image appropriation (Lec)
 - ii. Copyright issues (Lec)
 7. Critique and presentation
 - a. Presenting works of art for peer review (Lab)
 - b. Evaluation of content, context, form and technique (Lab)

Lab Content

Concept development sketches, planning and production sketches, preparation of artwork, preparation of digital files, printing of digital files, and production of finished work.

Special Facilities and/or Equipment

1. A lecture room equipped with instructional computer; high resolution color monitor; color projection system; scanner; print output device; software; lighting and wall space suitable for viewing art works and projected images. An integrated or separate facility with student workstation configurations to include hard drives; color monitors; mice or electronic drawing tablets; keyboards; scanner; print output device; and software.
2. When taught via Foothill Global Access: ongoing access to computer with email software and capabilities; email address; JavaScript-enabled internet browsing software.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Evaluation of illustrations produced. Evaluation of each project is determined by how completely it fulfills the parameters and goals of the assignment

Participation in group discussions and critiques

Reading, research and writing assignments

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations and classroom discussion related to illustration and digital image making

In-class demonstrations by the instructor on the methods of creating digital images for illustration

Group presentations of major illustration projects followed by in-class discussion and evaluation

Representative Text(s) and Other Materials

Lardner, Joel. Digital Art Technique Manual for Illustrators and Artists. 2012.

Although this text is older than the suggested "5 years or newer" standard, it remains seminal in this area of study.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Reading assignments:
 - a. Assigned textbook
 - b. Handouts
 - c. Internet research sites
2. Writing assignments:
 - a. Writing about art projects
 - b. Writing portfolio and artist's statements

Discipline(s)

Art or Graphic Arts