

# ART 3301 Art Studio: Illustration

*1pm, on Tuesdays* | January 19 – May 16, 2016 | Room FAB 07, SRSU

Avram Dumitrescu [adumitrescu@sulross.edu](mailto:adumitrescu@sulross.edu) 432-837-8380 Office: FAB 07

Office Hours: MW 930-1130, TR 1230-155pm, and by appointment

## Course Introduction

In this class you will work with the professor to develop a semester-long plan where you research, experiment, and create a number of projects that illustrate your newly developed skills and knowledge.

## Learning Objectives

In this course, you will:

- Work with the professor to find areas of research to explore.
- Experiment with different techniques for your chosen discipline.
- Create a series of projects that

## Grading and Evaluation

You will be graded on the projects you choose to work on. Please submit work by the required deadlines.

Work submitted **no later** than the beginning of class, the day of the deadline, will be graded. **Any work submitted *one minute* past the beginning of class will be awarded a zero. There are no exceptions to this rule.**

## Materials and Text

- 4GB (at least) jump/flash drive
- Access to a digital camera

No textbook is required for this course but a jump-drive is essential for saving your work. You are expected to back up your projects to another location, such as at a free service like [www.dropbox.com](http://www.dropbox.com) or [www.google.com/drive](http://www.google.com/drive). Not submitting a project because you lost your jump-drive or some other technical difficulty will not be accepted as an excuse and will earn you a zero for that project.

## Tobacco Products

Tobacco products of any kind and e-cigarettes are not permitted in the classroom.

## Software Availability

Besides access to the software in BAB 302-303, you can find Photoshop and Illustrator in FAB 207 and the computer lab in the ACR building. The second floor of the SRSU library has copies of Photoshop too.

Provided you have your own computer, a fully-working 30-day trial version of Photoshop and Illustrator can be downloaded from Adobe. Files created on the Mac version of Photoshop will work on a PC.

## Rules and expectations

Attendance is **compulsory**. If you must miss a meeting for a school-related activity, the absence must be discussed (and arrangements made regarding coursework) **prior to the absence**. If you must miss a meeting for an emergency or illness, please contact me **by email or phone as soon as possible**. Six (6) absences result in you being dropped from the course with a grade of “F” as per Sul Ross State University policy. Five (5) unexcused absences will result in a zero for your attendance and participation grade. Arriving to a meeting **on time** is also essential.

**Plagiarizing, cheating, or any other dishonest behavior in the classroom will not be tolerated.** Rules and regulations regarding plagiarism, dishonesty, and other issues concerning classroom participation can be found in University Rules and Regulations and Student Handbook. This course will abide by these established policies. A student found to be engaging in these activities will be penalized to the full extent of Sul Ross State University policy.

### **ADA Needs**

It is Sul Ross State University policy to provide reasonable accommodations to students with disabilities. If a student would like to request such accommodations because of a physical, mental, or learning disability, please contact the ADA Coordinator in the Ferguson Hall, room 112 or call (432) 837-8691. Please relate all requests for special accommodations to the instructor by the third class period.

### **PLOs**

1. Expressively communicate an original idea or concept visually.
  - a. Proper techniques applied to the medium,
  - b. Use of principles and elements of good composition,
  - c. Development of technique and personal style.
  - d. Use of original concepts and non-clichéd ideas.
  
- 4d. Students with a concentration in Digital Art will be able to demonstrate knowledge and familiarity of digital image creation and knowledge of professional practices in digital art.
  - a. Demonstrate the ability to produce a cohesive professional thematic capstone project, which is well crafted and has a defined technique or personal style.
  - b. Demonstrate technical mastery of digital skills as they apply to the selected media.
  - c. Ability to produce a professional portfolio that meets current industry standards.

## **COURSE SCHEDULE**

*Please note that this syllabus is subject to change.*

### **RESEARCH – 10%**

Look at the work of 12 **published** illustrators (and prepare a presentation – explain why you selected their work, and provide three examples for each slide, resulting in a 36-slide PowerPoint. Examples are Oliver Jeffers, Oliver Kugler, Lucinda Rogers, Ronald Searle, Paul Hogarth, Ralph Steadman, etc. (Note that you do not have to use any of these).

Once you have assembled your presentation, be ready to discuss it with the professor. Be prepared to justify your choices and why each image appealed to you, what you may have learned from it.

### **EXPLORATION – 10%**

Twelve ways of making marks on paper. Be imaginative. Lipstick. Big crayons. Wet chalk (soak chalk, draw on sidewalk, and photograph), etc. Find interesting ways to make marks and put into a 12-slide PowerPoint presentation. The point of this exercise is to help you build your techniques so that you can create more interesting digital and traditional illustrations. For this exercise you do NOT have to create representative marks but do have to show what each technique can do – dots, lines, fills, soft, medium and heavy pressure etc.

Once you have assembled your presentation, be ready to talk to the professor about what you did for each slide.

PROJECT: SKETCHBOOK – 25%

Keep a sketchbook and fill with **at least** 30-line drawings – no color, no textures. Pure line of VARYING thicknesses. Spend no more than 30-minutes per drawing – you want to develop your rapid observational skills. No imaginative drawings will count – every pieces MUST be drawn from life.

PROJECT: DIGITAL COLORING – 15%

Scan your 30 line drawings and find interesting ways to color them digitally. Corel Painter is highly recommended for this project. Put your 30 colored images into 30-page PDF document.

PROJECT: BOOK RESEARCH – 15%

Explore various the children's' illustration books section in local books stores, the SRSU library, and the Alpine Public library (probably the best place to research). Create a 20-slide presentation of the most interesting illustrated books you can find in terms of technique and composition. Be prepared to explain your choices to the professor.

PROJECT: BOOK – 25%

Create a short, illustrated story (either your own, or an uncommon public-domain story, e.g. Grimms fairy tales) consisting of 16-pages. The weight of the narrative should be carried by the visuals, and you should use as FEW words as possible.

Once you have created your book, build an interactive version using the interactive features of Adobe InDesign.