

LABETTE COMMUNITY COLLEGE BRIEF SYLLABUS

SPECIAL NOTE:

This brief syllabus is not intended to be a legal contract. A full syllabus will be distributed to students at the first class session.

TEXT AND SUPPLEMENTARY MATERIALS USED IN THE COURSE (if any):

Please check with the LCC bookstore <http://www.labette.edu/bookstore> for the required texts for this class.

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| <u>COURSE NUMBER:</u> | GRAP 122 |
| <u>COURSE TITLE:</u> | ILLUSTRATION |
| <u>SEMESTER CREDIT HOURS:</u> | 3 |
| <u>DEPARTMENT:</u> | Graphic Design |
| <u>DIVISION:</u> | Career Technical Education |
| <u>PREREQUISITE:</u> | None |

COURSE DESCRIPTION:

This course focuses on illustration as a communication device in developing total design concepts to solve graphic problems of professional scope and complexity in a variety of digital and traditional media. Traditional techniques are utilized to create original illustrations, and then digital techniques are applied to reproduce the illustration digitally using appropriate software. The student will apply the elements and principles of design as well as layout techniques to incorporate the illustration into a final digitized design. (Examples: postage stamp illustration will be digitally reproduced as a sheet of stamps, editorial illustration will be integrated into an editorial page layout, etc). Illustration for all design disciplines (fashion, graphics, product, interiors and environmental) will be discussed as well as illustration trends in the field.

COURSE OUTCOMES AND COMPETENCIES:

Students who successfully complete this course will be able to:

1. Know the various categories of illustration, areas of specialization, techniques and trends within the field of graphic design and illustration.
 - Show an understanding of how illustration is used in the book industry, magazines, editorials, packaging, album/CD art, and botanical/medical art.
2. Generate various illustration techniques traditionally as well as digitally and to problem solve both functionally and aesthetically.
 - Utilize a variety of media including digital applications in original illustrations.
 - Understand specific ways to use color in illustrations.

3. Demonstrate the application of typography and image in a variety of illustration formats.

- Demonstrate appropriate font usage in respect to illustration.
- Create original design solutions using type, color, and imagery.

4. Understand and use appropriate tools and technologies to create, capture and manipulate illustrations.

- Recognize good use of the elements of design.
- Create original illustrations utilizing the elements and principles of design.
- Demonstrate proficiency in Adobe Creative Suite software as it applies to Illustration.

5. Communicate effectively through pictorial visualization.

- Apply a variety of presentation techniques to their illustrations.
- Exhibit professionalism through the presentation criteria and craftsmanship expected in the graphic design industry.