

Raritan Valley Community College Course Outline

ARTS 271: Illustration

I. Basic Course Information

A. Course number and Title:	ARTS 271: Illustration	
B. Date of Proposal:	February 2007	
C. Sponsoring Department:	Visual and Performing Arts	
D. Semester Credit Hours:	3	
E. Weekly Contact Hours:	4	Lecture 2 Lab 2
F. Prerequisites:	ARTS 246 Graphic Design I	
G. Laboratory Fees:	yes	

II. Catalog Description

Prerequisite: ARTS 246 Graphic Design I.

This course introduces students to various illustration techniques and professional applications. Projects involve both traditional and digital media. Accuracy of rendering is emphasized. Students will purchase some art supplies.

III. Statement of Course Need

- Required option for A.F.A. Graphic Design; Advanced studio elective for A.F.A. Visual Art.
- Illustration plays an important role in the history and future of the graphic design field, and this course develops foundation skills for many professional directions, including illustration for animation and the Web.

IV. Place of Course in College Curriculum

- A.
- Free Elective
 - Core requirement option for A.F.A. Graphic Design
 - Advanced studio elective for A.F.A. Visual Art
- B. Course Transferability: Similar courses are offered at most 4-year programs in Graphic Design or Visual Communication. Within the state, a general search of transferability for ARTS271 in the ARTSYS system at www.njtransfer.org returned 27 courses with transferability out of 33 programs evaluated.

V. Outline of Course Content

A. Introduction to Illustration

- Historical styles
- Contemporary Professions

B. Major Media and Techniques

- Watercolor
- Oil/acrylic paint
- Pastel
- Woodcut
- Pencil
- Marker
- Pen/Ink
- Airbrush
- Digital software: Adobe Photoshop and Illustrator

C. Illustration Applications

- Children's books
- Medical illustration
- Fashion illustration
- Caricature
- Political cartoon
- Narrative illustration

VI. Educational Goals and Learning Outcomes

A. General Education Goals

Students will:

- produce original illustration projects with various media. (G.E.1)
- use bitmap and vector software applications to create some illustrations. (G.E. 3)
- communicate with others to analyze various illustrations, including student projects. (G.E. 2)

B. Student Learning Outcome Objectives:

Upon completion of this course, the student will be able to:

- identify major illustration styles.
- experiment with various illustration media and techniques.
- use bitmap and vector software programs for some illustration projects.
- critique one's own work and classmates' work using critical analysis and constructive comments.
- write thoughtfully about illustration as a form of visual communication.

VII. Modes of Teaching and Learning

- Lecture/discussion
- Tutorials
- Research
- Studio work time

VIII. Papers, Examinations, and other Assessment Instruments

- Art Work
- Portfolios
- Essays
- Exams
- Quizzes
- Exercises
- Written Discussions
- Oral Discussions
- Presentations
- Critiques

IX. Grade Determinants

Grade determinants including projects, exercises, essays, quizzes, tests, critique discussions, attendance and participation will be used to assess the students according to the learning outcomes and general education goals listed above.

X. Text and Materials

No suggested textbook

Information will be disseminated through the following means:

- Hand-outs
- Web Sites
- Slide Examples
- College web portal
- Videos/DVDs

XI. Resources

- Computer Lab with bitmap and vector software, internet
- Projection screen or display monitor
- Scanners
- Printers
- Studio with drawing surfaces for each student
- Drafting tables and mounting facilities
- Sinks
- Marker board
- VCR/DVD player
- Slide projector, slides, screen