



### III. Statement of Course Need

- A. 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 needed for professional avenues in animation, editorial and children's book illustration, advertising, and marketing, etc.
- B. This course has a lab component because it is a studio art course and requires students to use special facilities such as a computer lab and design software.
- C. This course generally transfers as a visual art program elective dependent on the institution.

### IV. Place of Course in College Curriculum

- A. Free Elective
- B. This course does not serve as a General Education course.
- C. Core requirement option for A.F.A. Graphic Design and Interactive Design and advanced studio elective for A.F.A. Visual Arts
- D. To see course transferability: a) for New Jersey schools, go to the NJ Transfer website, [www.njtransfer.org](http://www.njtransfer.org); b) for all other colleges and universities, go to the individual websites.

### V. Outline of Course Content

- A. Introduction to Illustration
  - 1. Historical styles
  - 2. Contemporary professions
- B. Major Media and Techniques
  - 1. Watercolor
  - 2. Pastel
  - 3. Pencil
  - 4. Marker
  - 5. Pen & Ink
  - 6. Digital software: Adobe Photoshop, Illustrator and Procreate
- C. Illustration Applications
  - 1. Children's books
  - 2. Medical illustration
  - 3. Fashion illustration

4. Caricature
5. Political cartoons
6. Narrative sequential illustration

## **VI. A. Course Learning Outcomes:**

At the completion of the course, students will be able to:

1. Use bitmap and vector software applications to create illustrations. (GE 4)
2. Demonstrate an ability to analyze and critique illustration work both verbally and in writing. (G.E. 1, 6 \*)
3. Produce original illustration projects with various media.  
*(\*Embedded critical thinking)*

## **B. Assessment Instruments:**

1. Portfolio of artwork
2. Exercises
3. Written paper
4. Oral discussions
5. Presentations

## **VII. Grade Determinants**

- A. Projects
- B. Exercises
- C. Essays
- D. Critiques and class discussions
- E. Attendance and participation

Primary formats, modes and methods for teaching and learning:

- A. Lecture/discussion
- B. Tutorials
- C. Research
- D. Studio work time

## **VIII. Text and Materials**

- A. Hand-outs

- B. Web sites
- C. Slide presentations
- D. Videos/DVDs
- E. Art periodicals and journals

(Please Note: The course outline is intended only as a guide to course content and resources. Do not purchase textbooks based on this outline. The RVCC Bookstore is the sole resource for the most up-to-date information about textbooks.)

## **IX. Resources**

- A. Computer Lab with bitmap and vector software, internet
- B. Digital projector and a projection screen
- C. Scanners
- D. Printers
- E. Studio with drawing surfaces for each student
- F. Marker board
- G. CANVAS course shell

**X. Check One:**  Honors Course  Honors Options  N/A