



UNIVERSITY OF NICOSIA ΠΑΝΕΠΙΣΤΗΜΙΟ ΛΕΥΚΩΣΙΑΣ

University of Nicosia, Cyprus

Course Code DES-306	Course Title Illustration	ECTS Credits 6
Department Design and Multimedia	Semester Fall	Prerequisites ART-290 and MULT-250
Type of Course Major	Field Graphic communication	Language of Instruction English
Level of Course 1 st Cycle	Year of Study 3 rd	Lecturer(s) Andreas Tomblin
Mode of Delivery Face-to-face	Work Placement N/A	Co-requisites None

Objectives of the Course:

The main objectives of the course are to:

- Introduce illustration as a visual communication tool.
- Discuss and analyze how an image is formed, its context and meaning within the area of illustration.
- Cover in detail the theoretical issues related to illustration.
- Provide students with an understanding of how to use various methodologies, materials and processes in the making of an illustration from concept to final design.
- Make students aware of the illustrator, client relationship in the development of an illustration project; how it influences the concept and practical application.
- Enable students to develop a personal visual language, and also plan, manage and apply image based solutions for illustration.

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Examine a range of illustration concepts and demonstrate how an illustration is shaped, altered, formed and manipulated, in order to communicate effectively.
2. Demonstrate creative ideation and experimentation of imagery within illustration.
3. Evaluate and apply the context and meaning of illustration through theory and practical problem solving.
4. Determine the various applications within illustration and be able to apply correct technical/ industry requirements for output to the illustration.
5. Identify and differentiate the various visual languages employed in illustration and formulate and apply a direction for a personal visual language.
6. Organize and demonstrate the design process of an illustrator, from research, and concept development to final visual outcome.
7. Evaluate and discuss issues related to problem solving and application within illustration, verbally and in written form.

Course Contents:

1. Introduction to illustration as a creative form of communication.
2. Industry requirements / standards.
3. Illustration process and visual language.
4. Creative experimental drawing (workshops) exploring visual language through use of different materials.
5. Editorial Illustration.

6. Publishing Illustration.
7. Live Illustration project.

Learning Activities and Teaching Methods:

Lectures and presentations, Studio demonstrations / and workshops, Practical Exercises and Assignments, One-to-one tutorials , Group tutorials, Critiques and Discussions.

Assessment Methods:

Practical illustration projects and exercises, Research/written document, Attendance.

Required Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
Lawrence Zeegan / Crush	The Fundamentals of Illustration	Ava publishing	2006	978-2-940373-33-8

Recommended Textbooks/Reading:

Author/s	Title	Publisher	Year	ISBN
Tristan Manco	Street Sketchbook (Street Graphics / Street Art)	Thames & Hudson Ltd	Oct 2007	0500513627
Banksy	Wall and Piece	Century; New Ed edition	2006	1844137872
Mark 'Wigan' Williams	Basics Illustration: Sequential Images	AVA Publishing SA	2007	2940373604
Steve Caplin , Adam Banks	The Complete Guide to Digital Illustration	Ilex	2003	1904705006
Fiona Nickerson David Wooton	The Illustrators: The British Art of Illustration 1800-2007	Chris Beetles Ltd	2008	1905738056
Lynne Perrella	Artists' Journal and Sketchbooks: Exploring and Creating Personal Pages	Rockport Publishers Inc	2007	1592530192