

ECTS Syllabus

Course title	Illustration				
Course code	GDES-276				
Course type	Compulsory				
Level	1st Cycle				
Year / Semester	2nd				
Teacher's name	Giorgos Tsangaris				
ECTS	6	Lectures / week	1/week	Laboratories / week	
Course purpose and objectives	<p>The main objectives of the course are to:</p> <ul style="list-style-type: none"> • Examine illustration as a communication tool. • Discuss context and meaning of the image within the area of illustration. • Examine illustration through experimentation of various materials. • Discuss basic theoretical issues applied to illustration. • Develop and apply a personal visual language within the field of illustration. • Distinguish the creative processes in illustration from concept to final design. • Discuss the illustrator's relationship with the client. 				
Learning outcomes	<p>After completion of the course students are expected to be able to:</p> <ol style="list-style-type: none"> 1. Examine a range of visual concepts and understand how the meaning of an illustration is formed and manipulated in order to communicate a given message. 2. Creatively develop concepts and experiment with imagery. 3. Use and understand various materials and media used when illustrating. 4. Discuss context and meaning of images through theory and practical project work. 5. Apply industry requirements in the illustration production process. 6. Interpret illustration-based design briefs in a coherent way. 7. Manage the technical issues for the production of an image. 8. Organize the design process for digital image making from research and concept development to the final visual outcome. <ol style="list-style-type: none"> 1. Explain their own design work verbally in the form of presentations and written documentation. 				
Prerequisites	GDES-226		Required		

Course content	Introduction to illustration as a creative form of communication; Industry requirements / standards within Illustration; Illustration design process; Creative experimental drawing (workshops); Exploring and development of a personal visual language, its development and application within a print based medium; Editorial Illustration; Publishing Illustration.
Teaching methodology	Lectures; Studio demonstrations (drawing and printing); Practical exercises and assignments; Tutorials; Critiques and discussions.
Bibliography	<p>Zeegen, L., 2020, <i>The Fundamentals of Illustration</i>, Bloomsbury Visual Arts, 3rd ed. 978-1474240390</p> <p>Society of Publication Designers (US), 2012, <i>The Best Magazine Design, Photography, Illustration, Infographics & Digital</i>, Beverly, Mass: Rockport Publishers, Inc, EBSCO ISBN: 9781592538225</p> <p>Manco, T., 2007, <i>Street Sketchbook (Street Graphics / Street Art)</i>, Thames & Hudson Ltd, 0500513627</p> <p>Nickerson, F., 2008, <i>The Illustrators: The British Art of Illustration 1800-2007</i>, Chris Beetles Ltd, 1905738056</p> <p>Lynne, P., 2007, <i>Artists' Journal and Sketchbooks: Exploring and Creating Personal Pages</i>, Rockport Publishers Inc, 1592530192</p> <p>Steve, C., Banks A., 2003, <i>The Complete Guide to Digital Illustration</i>, Ilex, 1904705006</p> <p>Brommer, G., 1994, <i>Collage Techniques: A Guide for Artists and Illustrators</i>, Watson-Guptill Publications Inc, US, 0823006557</p>
Assessment	Practical studio-based projects, Project Development, Final work
Language	English