ACCF GDDI 390 DIGITAL ILLUSTRATION

Course Title	Digital illustration
Credits	3
Professor	Pilar Roca

Course Description	The goal of this course is to give students an introductory-level understanding of the tools and methodology needed to create digital illustrations in Adobe Photoshop and Adobe Illustrator programs and to teach them to create artistic and creative illustrations using these two programs. Students will learn to digitally create, plan and finish illustrations. They will learn to sketch digitally, use colors and brushes and work with vectors and other tips and effects. The coursework will include exercises for acquiring and practicing the necessary tools for digital illustration techniques. At the end of the course students will create a final project, an in-depth exercise in which they will apply all the digital knowledge learned during the course.This project will provide a good opportunity for students to use their own creativity, composition sense, use of colors and imagination to create something really personal and creative. The course is adapted to beginners and students at an intermediate level in Photoshop.
Learning Objectives and Outcomes	At the end of the course the student will be able to: - Improve their sketching processes for digital painting, using different types of sketches and references in their digital works. - Invent, plan and illustrate images in a digital format. - Demonstrate their ability to use tools in character creation. - Demonstrate their knowledge of the use of digital tablets, if acquired. - Use digital tools, including brushes in Photoshop. - Create digital effects, apply filters, use layers in digital painting. - Apply color palettes. - Define a creative project using the computer. - Demonstrate deeper insight into using digital media, using their own creative language.
Minimum Essential Equipment	Computer with Adobe Photoshop and Adobe illustrator.
Student Assessment	Students will be assessed based on: - The ability to define a solid idea and to create an image that will accompany a concept, story or text. - The ability to create a good quality project; a creative project. A project created with the knowledge and skills learned during the course. - The ability to develop and to progress with their work creatively. - The ability to critically analyze their own work. - Their time management skills and creative processes. - The clarity of their graphic ideas, expressed in projects completed to a high standard.

Bibliography, Webography, Filmography	*Beginner's Guide to Digital Painting*. 2020, 3d Total Publishing *Digital Painting in Photoshop: Industry Techniques for Beginners: A Comprehensive Introduction to Techniques and Approaches*, 3d Total Publishing *Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visuals.* 3d Total Publishing *Digital Painting Techniques: Masters Collection*. 3d Total Publishing *Beginner's Guide to Fantasy Drawing*. 3d Total Publishing

Weekly program (the program may change according to the progression of the semester, festivities or external projects):

Week 1	Introduction to the course, explanation and slides. The paint brushes in Photoshop, tools and tips. Different effects, how to customize the paint brushes.First sketch, practice with the brushes. How to apply the colours with the mixer brush.
Week 2	Beginning of the second exercise. Use of references. Digital sketches. The color palette. Creation of colourful characters.
Week 3	Ending of the second exercise. Beginning of the third exercise. Digital color pencils. Techniques and tips. Sketches and execution of the illustration.
Week 4	Continuation of the exercise.
Week 5	Introduction to different digital painting techniques. Beginning of the 4th exercise, created with digital painting techniques.
/ Week 6	Continuation of the exercise.
Week 7	**Midterm exam. (30% of final grade)**
Week 8	Introduction to vectorial illustration. Slides and explanation. Practical techniques and tips. Beggining of the first vectorial exercise.
Week 9	Continuation of vectorial illustration.
Week 10	Ending of the vectorial exercise.
Week 11	Beginning of the final project. Slides and explanation. Sketches and preparatory studies.
Week 12	Continuation of the exercise.
Week 13	Continuation of the exercise.

Week 14	**Final exam. (70% of the final grade)**