ACCF GDDI 290S DIGITAL ILLUSTRATION - SUMMER

Department:	Graphic Design
Instructor:	Pilar Roca
Prerequisites:	None
Credits:	3
Course Description:	The goal of this course is to give students an introductory-level understanding of the tools and methodology needed to begin illustration digitally in Adobe Photoshop and Adobe Illustrator programs. They will learn to create artistic and creative illustrations using those two programs. The student will be able to create, plan and finish illustrations digitally. They will learn to sketch digitally, to use colors and brushes and to work with vectors and other tips and effects.
Learning Objectives and Outcomes:	During the course, students will work on exercises to practice and acquire the necessary tools for digital illustration techniques. At the end of the course, they will create a final project, a more complex exercise in which they will apply the knowledge learned during the course while demonstrating their own creativity, composition sense, use of color and imagination to create something really personal. The course is adapted to beginners and students at an intermediate level in Photoshop. At the end of the course the student will be able to: • Demonstrate improved ability in digital painting, including different types of sketching and the use of references in digital works. • Invent, plan and illustrate images in digital format. • Use tools for character creation. • Use digital tools, such as the brushes in Photoshop. They will learn to create some digital effects, apply filters, use layers in digital painting, apply the color palette and more. • Define a creative project using the computer.

	• Demonstrate deeper insight into the use of digital media and their own creative language.
Assignments:	• Midterm: A practical exercise that applies the different knowledge and techniques learned during the course. It will be done in the middle of the course and counts for 30% of the final grade. • Final: A more complex exercise in that applies the knowledge and the digital techniques learned during the course. It counts 70% of the final grade; the final exam will be an in-class evaluation during the last lesson of the course.

Course Outline:		
	Week	*Topic*
	Week 1	Introduction to the course, explanation and slides. Paint brushes in Photoshop, tools and tips. Different effects, how to customize paint brushes. First sketch, practice with brushes. How to apply the colors with the mixer brush. Creation of the first exercise. Beginning of the second exercise. Use of references. Digital sketches. The color palette. Creation of colorful characters.
	Week 2	Ending of the second exercise. Beginning of the third exercise. Digital color pencils. Techniques and tips. Sketches and execution of the illustration. Continuation of the exercise.
	Week 3	Introduction to different digital painting techniques. Beginning of the 4th exercise, created with digital painting techniques. Continuation of the exercise.
	Week 4	Continuation of the exercise. Beginning of the final project. Slides and explanation. Sketches and preparatory studies.

	Week 5	Continuation of the exercise.
	Week 6	Final revision and in class critiques. Final exam.
Bibliography:	Digital Painting in Photoshop: Industry Techniques for Beginners, 3DTotal Publishing Beginner's Guide to Digital Painting in Photoshop, 2nd Edition Paperback The Art of Loish, A Look Behind the Scenes Fundamentals of Character Design,. Randy Bishop	