

NEW COURSE PROPOSAL

PROGRAM AREA: **ART**

- 1. Catalog Description of the Course.** *[Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of ___ units); time distribution (Lecture ___ hours, laboratory ___ hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]*

ART 203 ILLUSTRATION (3)

Six hours laboratory per week.

Prerequisite: ART 105, 106, 107

An introduction to basic materials and rendering techniques utilized in commercial illustration including a variety of media and styles explore quash, colored pencils, pen and ink, pastels and markers. Emphasis is on the development of fundamental skills and concepts required to execute successful illustrations.

2. Mode of Instruction.

	Units	Hours per Unit	Benchmark Enrollment
Lecture	_____	_____	_____
Seminar	_____	_____	_____
Laboratory	3	2	20
Activity	_____	_____	_____

- 3. Justification and Learning Objectives for the Course.** (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

Justification

This course fulfills 3 units of the lower division studio art requirement for the Art Major. Illustration is integral to any comprehensive art curricula. Virtually every art program throughout the world offers a course of this nature. This course is an articulated (CAN) course with neighboring colleges and universities. It provides introductory artistic preparation for CSUCI students desiring to eventually pursue art as a career in the fine or commercial arts.

Learning Objectives

Through studio projects involving technical demonstrations, artistic exercises, class discussions, field trips to museums and galleries, project presentations and class critiques, students will:

- o Produce projects that explore the use of traditional and new illustration materials.
- o Demonstrate skills that explore rendering techniques in illustration media.
- o Articulate, verbally and in written form, their conscious intentions and coherent aesthetics in relationship to projects they produce.
- o Develop a personal artistic/symbolic language expressed through the artistic process.
- o Demonstrate methods and processes utilized in refinement of artistic ideas and technical issues.

- o Participate in the critical evaluation process of peer projects.
- o Develop artistic skills leading toward professional practice in the arts.
- o Produce individual works of art.

4. Is this a General Education Course YES NO
 If Yes, indicate GE category:

A (English Language, Communication, Critical Thinking)	
B (Mathematics & Sciences)	
C (Fine Arts, Literature, Languages & Cultures)	
D (Social Perspectives)	
E (Human Psychological and Physiological Perspectives)	

5. Course Content in Outline Form. *[Be as brief as possible, but use as much space as necessary]*

ART 203 Illustration (3)

I. Basic properties of illustration materials

- A. Graphite pencils
- B. Brushes
- C. Prisma color
- D. Markers
- E. Gouache
- F. Casein
- G. Acrylic
- H. Water-based media

II. Introduction to color for illustrators

- A. Color terminology
- B. Comparative color systems
- C. Modes of color mixing
- D. Complementary contrast
- E. Complementary cancellation

III. Line Techniques

- A Pen and Ink
- B. Linear textures
- C. Straight-edge techniques

IV. Surface rendering - perception and effects

- A Luster
- B. Transparency
- C. Luminosity
- D. Iridescence

V. Airbrush techniques

- A. Liquid media density
- B. Masks

- C. Friskets
- D. Freehand techniques

VI. Roughts and Visuals

- A. Studies/mock-ups
 - A. Quick Sketches
 - B. Presentation boards
 - C. Super comp

VII. Transferring Images

- A. Tracing
- B. Grid pattern
- C. Projecting

VIII. The Reproduction Process

- A. Pre-print process
- B. Four color printing
- C. Grayscale print

IX. Technical Illustration

- A. Mechanical
- B. Product
- C. Medical

X. Introduction to digital illustration

- A. Hardware
- B. Specialized software
- C. Digital rendering

XI. The Business of Illustrating

- A. Marketing
- B. Agents
- C. Freelance

Sample Projects

- Character portrait illustration
- Product illustration
- Movie poster illustration
- The animal as a person
- Mechanical object as a living object
- Editorial illustration
- Cartoon Strip

6. References. [Provide 3 - 5 references on which this course is based and/or support it.]

- Bossart, Jill. *Children's book Illustration*, Watson-Guptill Pubns, 1998
- Cartwright, Lisa & Maria Sturken. *Practices of Looking*, Oxford: Oxford University Press, 2001
- Heller, Stephen. *The Education of an Illustrator*, Allworth Press, 2000
- Howard, Rob. *The illustrators Bible Publisher*, Watson-Guptill Pubns, 1993
- Shulevitz, Uri, *Writing with Pictures*, Watson-Guptill Pubns , 1997

Slade, Catharine. *The Encyclopedia of Illustration Techniques*, Running Press, 1997

7. List Faculty Qualified to Teach This Course.

- Jack Reilly, MFA, Professor of Fine Arts

8. Frequency.

a. Projected semesters to be offered: Fall __x__ Spring __x__ Summer _____

9. New Resources Required.

- a. Computer (data processing), audio visual, broadcasting needs, other equipment
- b. Library needs
- c. Facility/space needs

No new resources will be required to implement this course. Instruction takes place in the CSUCI Art Complex drawing/animation studio that is equipped with twenty drafting tables required to successfully execute assigned projects. Existing equipment and facilities are currently adequate to support the implementation of this course.

10. Consultation.

Attach consultation sheet from all program areas, Library, and others (if necessary)

11. If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.

Jack Reilly, MFA, Professor of Fine Arts

12-6-02

Proposer of Course

Date