

About this class

In this course we'll be exploring various illustration methods using the computer as a visualization and design tool. Projects will focus on gaining skill primarily with vector illustration—drawing skills that can be applied to many areas of design: logo development, web page graphics, editorial spot illustrations, information graphics, packaging artwork and templates, architectural renderings, interface design, and advertising—to name a few. Students will gain illustration skills through projects geared towards portfolio production, always with a clear connection to the core Elements & Principles of Design: line, shape, color, scale, composition, emphasis, value, texture, perspective, balance, and rhythm.

Once the basic tools are introduced, the overall concept is to practice and refine your vision and technique in order to produce more professional layering, blending, realism and composition for use in your design projects—as well as learning to discuss your imagery and process in a cohesive way.

A perspective: students enter this class with various degrees of skill as illustrators and designers, and most of you are eager to learn more advanced techniques—to move your illustration skills to a higher level of inventiveness and professionalism. As a class we will definitely focus on improving your skill as an illustrator, both in terms of concept choices and software techniques. Gaining skill and competence means devoting yourself to ongoing practice with your vision, your tools, your critique of self and others, and your spirit of participation to bring something to the group every week.

Basic areas of study will include:

- Learning the basics of illustrating with the pen tool
- Exploring fundamental line, shape, and color choices
- Flat art vs. the illusion of depth & texture
- Layer organization, to build complex compositions
- Refining your precision and skills as an illustrator
- Composition and design within the image layout
- Combining vectors and pixels
- Realistic rendering vs. stylized designs

CLASS PROJECTS:

1. **Tracing project** (pen tool practice and flat coloring) —
Re-creating a classic spot illustration in vector format.
2. **Portrait project** (photographic reference for illustration) —
Tracing and stylizing methods to illustrate a face.
3. **Playing Cards** (Jack, Queen & King, and their relationship) —
Designing a set of three face cards in a stylized manner.
4. **Realism** (creating the appearance of reality) —
Rendering an object precisely, with attention to detail