BASIC ILLUSTRATION I
Course Syllabus

Course Number: ILL-0313A  
OHLAP Credit: No
OCAS Code: None
Course Length: 30 Hours
Career Cluster: Arts, A/V Technology & Communications
Career Pathway: Visual Arts
Career Major(s): Visual Graphic Design

Pre-requisite(s): Students prepare a variety of illustrations by hand.

Course Description: Students prepare a variety of illustrations by hand.

Textbooks:  

Course Objectives:

A. Drawing/Illustration Overview.
   1. Identify tools, equipment, and materials.¹
      a. Demonstrate knowledge of equipment.
      b. Demonstrate knowledge of tools.
      c. Demonstrate knowledge of materials.
   2. Demonstrate safe and proper use, care, and storage of media, materials, and equipment.²
   3. Determine which surface works best for an application.¹
   4. Demonstrate knowledge of illustrations, mediums, techniques, and applications.¹
   5. Create drawings to reflect various perspectives.¹
   6. Choose appropriate materials and tools for desired effect.

B. Demonstrate Basic Drawing/Illustration Skills.¹
   1. Render illustrations.¹
   2. Prepare logos and/or trademarks.¹
   3. Create a design using manipulated type for a publication.¹
      a. Rotated
      b. Circled
      c. Extended
4. Perform hand illustrations.¹
   a. Freehand sketches
   b. Auxiliary views
   c. One- and two-point perspectives
   d. Alter drawings
5. Create a design/publication.¹
6. Create original two- and three-dimensional works of art from observation, memory, and imaginations, using a variety of art media.²

B. Perform Basic Line Art Techniques.¹
1. Discuss line art.¹
2. Demonstrate use of terminology.¹
3. Describe various techniques used for line art.¹
4. Describe reproduction quality of line art techniques.¹
5. Render copy-ready art using the following line art techniques:¹
   a. Stippling
   b. Cross-hatching
   c. Parallel line
   d. Scumbling
   e. Shadow image/silhouette
   f. Scratchboard

C. Perform Basic Continuous Tone Techniques.¹
1. Define continuous tone art.¹
2. Compare continuous tone art with line art.¹
3. Demonstrate techniques on product illustration.¹
4. Prepare art for reproduction in advertising formats:¹
   a. Graphite
   b. Ink wash
   c. Painting
   d. Marker rendering
5. Determine proper technique for reproduction quality.¹

D. Observe, Select, and Utilize a Variety of Ideas and Subject Matter in Creating Original Works of Art.²
1. Develop and apply skills and techniques using a variety of art media, and processes in making two- and three-dimensional works of art.²
   a. Ceramics²
      1. Media: clay, modeling clay, clay substitutes, glazes, paint, stains²
      2. Processes: pinch and pulled forms, slab, coil, incising, etc.²
   b. Drawing²
      1. Media: pencils, colored pencils, markers, chalks, crayons, oil-pastels²
      2. Processes: sketching, contour line, hatching, crosshatching, stippling, rendering shading²
   c. Fiber arts²
      1. Media: cloth, yarn, ribbon, found objects, paper, and rope²
      2. Processes: weaving, stitchery, braiding, and basketry²
   d. Mixed media²
      1. Media: tissue paper, photos, found objects, foil, fiber, paint, paper, magazines²
      2. Processes: collage, bas-relief²
   e. Painting²
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1. Media: tempera, watercolor, oil, and acrylic
2. Processes: wet-on-wet, wet-on-dry, wash, resist, sponge

f. Printmaking
1. Media: printing ink, styrofoam, stencil, found objects
2. Processes: relief, silkscreen

g. Sculpture or architecture
1. Media: paper, papier-mâché, clay, plaster, cardboard, wood, found objects, beads, sand, wire
2. Processes: carving, constructing, and assembling

E. Develop a Layout Sequentially Through the Visual Stage of Idea Development.
1. Demonstrate use of terminology.
2. Discuss basic elements of a layout.
3. Discuss basic layouts used.
4. Draw thumbnail layouts.
   a. Contour
   b. Gesture
5. Develop a rough layout from thumbnail sketch.
6. Render comprehensive layouts from roughs.
7. Construct dummies from roughs for presentation.

F. Prepare a Portfolio (Collection) of Original Artwork.

1ODCTE objectives
2Priority Academic Student Skills (PASS) – High School Visual Art
All unmarked objectives are TTC instructor developed.

Teaching Methods: The class will primarily be taught by the lecture and demonstration method and supported by various media materials to address various learning styles. There will be question and answer sessions over material covered in lecture and media presentations. Supervised lab time is provided for students to complete required projects.

Grading Procedures: 1. Students are graded on theory and shop practice and performance.
2. Each course must be passed with seventy (70%) percent or better.
3. Grading scale: A=90-100%, B=80-89%, C=70-79%, D=60-69%, F=50-59%.

Description of Classroom, Laboratories, and Equipment: Tulsa Technology Center campuses are owned and operated by Tulsa Technology Center School District No. 18. All programs provide students the opportunity to work with professionally certified instructors in modern, well-equipped facilities.

Available Certifications/College Credit: The student may be eligible to take state, national or industry exam after completion of the program. College credit may be issued from Oklahoma State University-Okmulgee or Tulsa Community College. See program counselor for additional information.
College Credit Eligibility: The student must maintain a grade point average of 2.0 or better.