

## 25135 - Illustration Workshop

### Información del Plan Docente

Academic Year	2018/19
Subject	25135 - Illustration Workshop
Faculty / School	301 - Facultad de Ciencias Sociales y Humanas
Degree	278 - Degree in Fine Arts
ECTS	8.0
Year	
Semester	Annual
Subject Type	Optional
Module	---

### 1.General information

#### 1.1.Aims of the course

#### 1.2.Context and importance of this course in the degree

#### 1.3.Recommendations to take this course

### 2.Learning goals

#### 2.1.Competences

#### 2.2.Learning goals

#### 2.3.Importance of learning goals

### 3.Assessment (1st and 2nd call)

#### 3.1.Assessment tasks (description of tasks, marking system and assessment criteria)

### 4.Methodology, learning tasks, syllabus and resources

#### 4.1.Methodological overview

The methodology followed in this course is oriented towards achievement of the learning objectives. A wide range of teaching and learning tasks are implemented, such as:

- Theoretical-practical classes.
- Teacher's explanation of the theoretical contents necessary for the elaboration of each exercise.
- Much of the practical work is done in the classroom, where the teacher guides students on the proper procedures for each exercise or assignment, and it can be completed outside the classroom.
- The teacher will make a personalized monitoring of the student's work during the course.

NECESSARY RESOURCES:

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- Classroom with natural light and ventilation.
- Image projection system: portable computer, screen and projection cannon.
- Drawing tables.
- Board.

### 4.2. Learning tasks

The course includes the following learning tasks:

1. **Methods, techniques and materials used in the illustration process.** (12 hours of lectures/practice sessions. Weeks 1 - 4)
  1. Illustrate a playful object (deck of cards)
2. **Advertising illustration.** Carrying out of several assignments on the content of this topic (9 hours of lectures/practice sessions. Weeks 5 - 7).
  1. Illustration for the music industry (various musical genres): CD or vinyl cover.
3. **Poster for advertising campaign** (cinema, multinationals, small brands, entities, etc.)
4. **Editorial illustration.** Carrying out of several assignments on the content of this topic (9 hours of lectures/practice sessions. Weeks 8 - 10).
  1. Current comic strips (language and procedures).
  2. Illustration of a book cover (various genres).
5. **Illustration of books and the creation of graphic novel.** Carrying out of several assignments on the content of this topic (9 hours of lectures/practice sessions. Weeks 10 - 27).
  1. Illustrated book.
    - Language of the illustrated book.
    - Script.
    - Character creation: basic elements of anatomy, the human head and facial expressions.
    - Story board.
    - Covers.
  2. Illustrated album:
    - Language of the illustrated album.
    - Script.
    - Character creation: basic elements of anatomy, the human head and facial expressions.
    - Story board.
    - Covers.
    - Guardians.
  3. Graphic novel:
    - Language of the comic and the graphic novel.
    - Script.
    - Character creation: basic elements of anatomy, the human head and facial expressions.
    - Story board.
    - Covers.

### 4.3. Syllabus

The course will address the following topics:

1. **Methods, techniques and materials used in the illustration process.**
  1. Illustrate a playful object (deck of cards)
2. **Advertising illustration.**
  1. Illustration for the music industry (various musical genres): CD or vinyl cover.
3. **Poster for advertising campaign** (cinema, multinationals, small brands, entities, etc.)
4. **Editorial illustration.**
  1. Current comic strips (language and procedures).
  2. Illustration of a book cover (various genres).
5. **Illustration of books and the creation of graphic novel.**
  1. Illustrated book.
    - Language of the illustrated book.

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- Script.
  - Character creation: basic elements of anatomy, the human head and facial expressions.
  - Story board.
  - Covers.
2. Illustrated album:
- Language of the illustrated album.
  - Script.
  - Character creation: basic elements of anatomy, the human head and facial expressions.
  - Story board.
  - Covers.
  - Guardians.
3. Graphic novel:
- Language of the comic and the graphic novel.
  - Script.
  - Character creation: basic elements of anatomy, the human head and facial expressions.
  - Story board.
  - Covers.

### 4.4.Course planning and calendar

#### Assignments and key dates:

- Course presentation: 1st week
- Advertising illustration 1: deck of cards: 2nd to 4th week
- Advertising illustration 2: CD and vinyl cover: 5th to 7th week
- Advertising illustration 3: posters: 5th to 7th week
- Editorial illustration 1: comic strips: Week 15
- Book illustration 1: Book covers: 8th to 10th week
- Book illustration 2: Illustrated story and cover (characters design, script, story board): 11th to 14th week
- Book illustration 3: Illustrated album and cover (characters design, script, story board): 16th to 20th week
- Book illustration 4: Graphic novel and cover (characters design, script, Story board): 21st to 27th week

#### Provisional course planning:

**Hp** = class hours

**Hnp** = autonomous work hours

	Lectures		Practice session		Tutorials		Exa
	Hp	Hnp	Hp	Hnp	Hp	Hnp	
Annual	Hp	Hnp	Hp	Hnp	Hp	Hnp	Hp
1 week	3			4.15	0.46		

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2 week	1	3	4.15	0.46	Advertising illustration (desk of cards)
3 week	1	2	4.15	0.46	Advertising illustration (desk of cards)
4 week		3	4.15	0.46	Advertising illustration (desk of cards)
5 week	1	2	4.15	0.46	Advertising illustration (CD)
6 week		3	4.15	0.46	Advertising illustration (CD)
7 week		3	4.15	0.46	Advertising illustration (CD)
8 week	1	2	4.15	0.46	Illustration of books and creation of illustrated novel. (Covers books)
9 week		3	4.15	0.46	Illustration of books and creation of illustrated novel. (Covers

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10 week	3	4.15	0.46	books)  Illustration of books and creation of illustrated novel. (Covers books)
11 week 3		4.15	0.46	Illustration of books and creation of illustrated novel. (Illustrated book)
12 week	3	4.15	0.46	Illustration of books and creation of illustrated novel. (Illustrated book)
13 week	3	4.15	0.46	Illustration of books and creation of illustrated novel. (Illustrated book)
14 week	3	4.15	0.46	Illustration of books and creation of illustrated novel. (Illustrated book)

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15 week	1	2	4.15	0.46		Editorial illustration (Comic strips)
16 week	2	1	4.15	0.46		Illustration of books and creation of illustrated novel. (Illustrated album)
17 week		3	4.15	0.46	3	Illustration of books and creation of illustrated novel. (Illustrated album)
18 week		3	4.15	0.46		Illustration of books and creation of illustrated novel. (Illustrated album)
19 week		3	4.15	0.46		Illustration of books and creation of illustrated novel. (Illustrated album)
20 week		3	4.15	0.46		Illustration of books and creation of illustrated

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					novel. (Illustrated album)
21 week	1	2	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
22 week	1	2	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
23 week		3	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
24 week		3	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
25 week		3	4.15	0.46	Illustration of books and creation of

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				illustrated novel. (graphic novel)
26 week	3	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
27 week	3	4.15	0.46	Illustration of books and creation of illustrated novel. (graphic novel)
<b>TOTAL HOURS</b>	<b>18</b>	<b>62</b>	<b>108</b>	<b>12</b>

### 4.5. Bibliography and recommended resources