

ADVANCED ILLUSTRATION

This course explores advanced editorial and advertising illustration techniques as an extension of ART.-133 Basic Illustration Techniques and is intended for students who envision making illustration a possible career. Students will further examine how the various techniques are applied to art as a storytelling medium and will be encouraged to develop their own areas of specialization. Traditional and non-traditional methods will be encouraged including digital means of creating and manipulating illustrations using the Art Area computer lab.

COURSE OUTCOMES

Through demonstrations, in-class discussion/participation and assignments students will:

- Expand skills in different traditional ("analog") illustration techniques;
- Expand skills in use of dimensional and textural material for illustrations;
- Refine skills in combining analog and digital techniques;
- Refine skills in digital illustration and retouching;
- Refine your illustrative visual voice;
- Refine skills in conceptual interpretation of editorial, advertising, or promotional material for illustrations.
- Strengthen techniques in photography to developing both resource material and final art in illustration work.

COURSE MATERIALS

Generally, you should have access to the same materials used in all previous Graphic Design/Art courses. The list provided here highlights tools that are especially important for this class.

- Strathmore or equiv. Drawing or Sketch Pad, 11x14
- Large Art Box for supplies



- Manila Portfolio Envelope, approx. 23x31" for turning in larger projects. (Also required for turning in work for final portfolio grading.)
- Tracing Paper Pad, 50 sheets or more, 11x14 or 8.5x11
- Various colored paper for Project 5
- Sharpie Black Fine Permanent Black Marker(s)
- C-Thru Pica/Inches Ruler, 18" with greyscale
- X-Acto Knife with extra #11 Blades or an utility knife
- Misc. Drawing or Mechanical Pencils
- Staedtler Mars White Vinyl Eraser
- Prismacolor Markers, 12 pen set, variety colors
- Berol Prismacolor pencils, min. 12-48 pencil set
- Black Mounting Board (\$1.00 – 13" x 19", \$2.50 – 20" x 30", \$5.00 – 30" x 40" here on campus) – needed for submitting projects
- Flash Drive (8 GB min., optional to serve as back up for files)

COURSE INFO

Tues/Thurs 3:00 - 5:55 pm
VADC 103
Mott Community College
3 credits/6 contact hours

Prerequisites: Placement into RDNG-030 (ACSR-030), or completion of RDNG-016

Prerequisite: ART.-133

Classroom handouts, lectures, assignment sheets, announcements and other supplemental materials will be available for download at blackboard.mcc.edu.

INSTRUCTOR

Katie Krcmarik
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kkrcmarik@hotmail.com
@KatieKrcmarik

Office Hours:
Monday 5:00 - 6:30 pm,
Tuesday & Thursday 6:00 - 6:30 pm,
or by appointment

TEXTBOOK

None required

Recommended Textbooks:
Fundamentals of Illustration,
Lawrence Zeegan, AVA Publishing,
ISBN 978-2940411481, 2nd ed.,
2012

Artists & Graphic Designers Market
2015, Writer's Digest, ISBN
978-1440329432

Children's Writer's & Illustrator's
Market 2015, Writer's Digest,
ISBN 978-1599637266

GRADING POLICIES

Your projects should be completed as specified on the provided assignment sheet. Exercises should also be completed as specified on the sheet. It is up to the discretion of the instructor to penalize for absences and lateness (and I will do so).

This course includes a midterm and final assessment. These assessments are designed with the purpose of reviewing your progress in the course. There will also be a variety of discussions, sketchbook exercises, and design projects, all of which will be given specific deadlines for completion. You may need to spend time outside of class working on your projects. I expect reading to be completed outside of class so you can fully participate in class discussions and activities. All assignments are due at the start of the class date posted.

Late penalties are based on calendar days, not class days. Late work can be turned into the art office, during another class, or by arrangement with the instructor. It is, however,

better to turn in a project late, rather than not at all. I would also note that all projects can be resubmitted for a higher grade, but late points cannot be removed. It would be better to turn in a potentially bad project on time than a really good project late.

Late penalties:

- 1 day late = -5 pts
- 2 days late = -10 pts
- 3 days late = -15 pts
- 4 days late = -20 pts

After 4 days, assignments may not be accepted and a failing grade could be reported. Instructor can adjust this policy at her discretion.

EXTRA CREDIT

Occasionally, the instructor, at her discretion, may make available an opportunity for a student to earn extra credit. This would be determined either on an individual basis, or as an opportunity for the entire class. Please pay attention to Blackboard to receive

information about extra credit opportunities if they arise.

GRADING SCALE

Translation of 100 point system to college grade reporting is as follows:

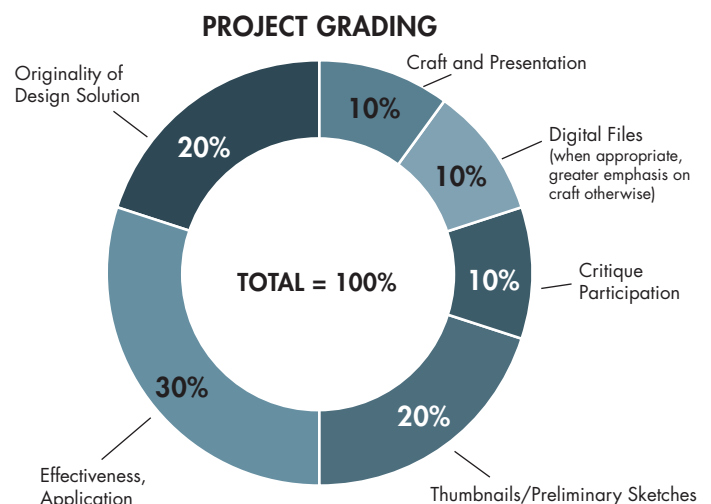
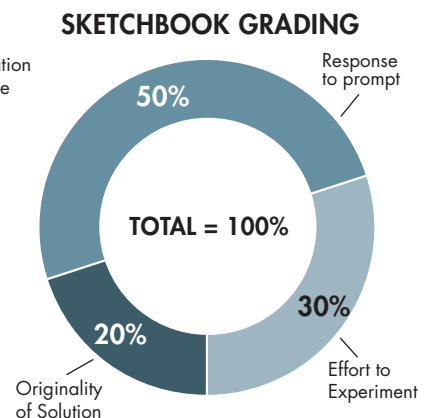
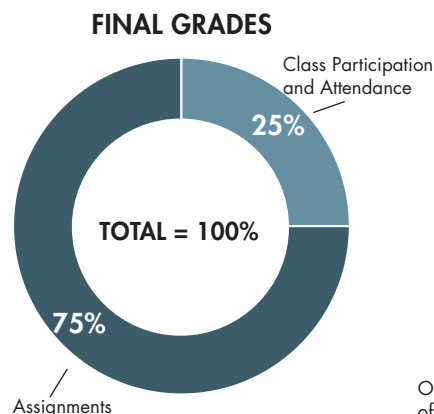
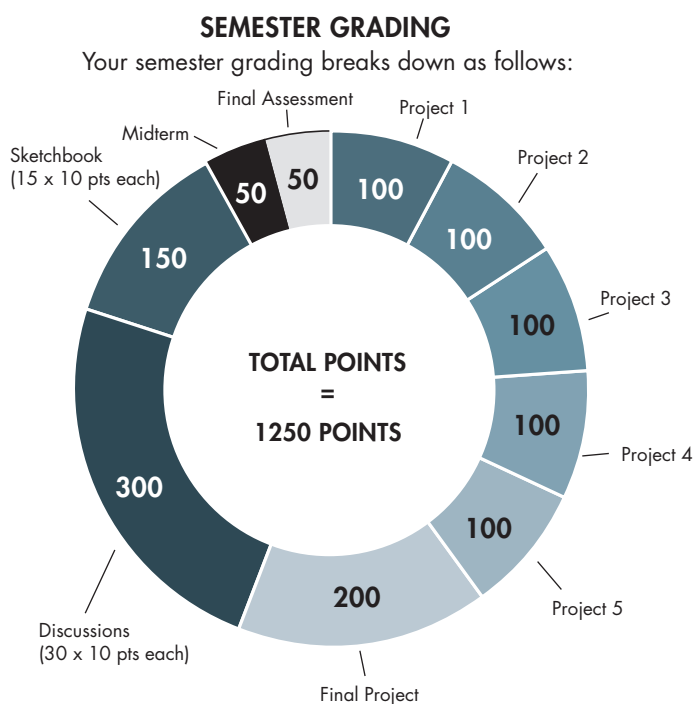
1240-1153	100-93	4.0	A
1152-1091	92-88	3.5	B+
1090-1029	87-83	3.0	B
1028-980	82-79	2.5	C+
979-918	78-74	2.0	C
917-856	73-69	1.5	D+
855-794	68-64	1.0	D
793-0	63-0	0.0	E

DISCLAIMER

The grading information provided here is meant as a general guide. However, the instructor reserves the right to adjust the course grading policy as she deems appropriate.

COMPLETE GRADING BREAKDOWN

These graphs show the complete breakdown of your overall semester grading and your overall assignment points. They also show the breakdown of specific assignments



PARTICIPATION

Participation in class is expected and required. You should be prepared to offer your opinions during classroom discussions and actively participate in critiques. I do understand that talking in front of people may be hard for you, but I ask that you try to participate in some way. Students less comfortable participating in class discussion could take a more active role in other class activities and projects. Participation is part of your grade and a crucial factor when making final decisions about grades.

CRITIQUES

This class will require you to present your projects in critiques both at the end of the project and during the project. These critiques are for the purpose of helping you improve your work. You should not take the feedback personally and should take it in the spirit it is intended. You will be expected to present your work and provide feedback on your classmates work. Engaging, respectful, intelligent, and articulate participation in all group critiques is expected. Missing a critique will result in a penalty to your final grade on the project.

MIDTERM AND FINAL ASSESSMENT

Both assessments will involve a graded component. Both assessments will also include a review of your progress in the course including looking at your work. There may be additional components assigned to you during the assessments to demonstrate your illustration skills.

SKETCHBOOK EXERCISES

Each week, you will receive a prompt for making a sketchbook illustration. These sketchbook activities do not have to be super detailed, but should represent a complete idea based on the prompt. You are encouraged to experiment and explore different styles. You will receive credit based on completing the exercise, not based on the quality of your solution.

PROJECTS

Presentation is important here in the classroom setting (and for successful

employment in the real world). As such, you should follow the detailed presentation instructions provided for each assignment. If you lose your assignment sheet, all assignments are posted to Blackboard.

Presentation is part of your grade and is worth 20% on each project. You spent a lot of time creating your project so your presentation should reflect the time you spent. It could be the difference between one grade and another. PRESENTATION IS IMPORTANT!

Each assignment will be printed and mounted on black foam core board with a paper cover sheet hinged at the top with masking tape. You will also label the back of each piece with the following information:

- > Student name & number
- > Course # and name
- > Instructor's name
- > Assignment # and name
- > Date due and the date project was turned in to instructor.

Files/Folders for all assignments should be turned in by placing the completed file on the Class Shares. It is important that your name and the exercise name are in the file/folder name. Also make sure that you include all files needed to view your final work when turning in your digital file. This means including any linked images and fonts. Files/Folders not labeled correctly will be considered late as the assignment cannot be graded until the creator of the file can be identified.

All digital files should be named as follows:

YourLastName_ART233_Project#

Students are required to turn in a portfolio of all work at the end of the semester and participate in the student art show exhibition if chosen to do so. The student exhibition takes place after the end of winter semester in May. Each project needs to be clearly labeled with the above information to help facilitate the judging process and the return of work after the student show.

HOW DO I GET AN A IN THIS CLASS?

Students often ask how they can get an A in my class. The below guide is meant as guidelines to provide you with some idea of what I'm looking for.

Grade A

An A student will produce outstanding work. It will be original work and represent ideas not typically associated with the assignment. Your performance in all other aspects of class will also be outstanding. Further, you should:

- Attend all classes and be on time
- Turn in all work and turn it in on time
- Go above and beyond the basics on assignments
- Actively participate in classroom activities, critiques and discussions
- Exceptional craft and presentation

Grade B

A B student will produce good work, but it will be predictable. While you will have pretty good performance in the class, your attendance and timeliness will not be outstanding. Further, you will:

- Will attend most classes (missing fewer than 3 classes) and be on time
- Turn in most work (missing five or fewer assignments) and be on time most of the time (late fewer than three times)
- Participate in classroom activities, critiques and discussions
- Good craft and presentation

Grade C

A C student will produce average work and be lacking in overall classroom performance and timeliness. Further, you will:

- Will miss a number of classes (three to five) and may have issues with tardiness
- Missing a number of assignments (five to ten) and will often be late turning in assignments
- Minimal participation in classroom activities, critiques and discussions
- Deficient craft and presentation



COURSE SCHEDULE

WEEK 1

TUESDAY - 1/12/16

- ☛ Discussion: Review Syllabus, General Overview of Illustration, Go over weekly sketchbook assignment
- ✂ In Class Activity: Ice Breaker
- ☑ Assign Project 1
- ☐ Assignment: Sketches for Project 1, Complete weekly sketchbook assignment

THURSDAY - 1/14/16

- ☛ Discussion: Illustrator Techniques, Work Day, Review prelim sketches
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Project 1

WEEK 2

TUESDAY - 1/19/16

- ☛ Discussion: Work day, Prelim critique
- ☐ Assignment: Work on Project 1, Complete weekly sketchbook assignment

THURSDAY - 1/21/16

- ☛ Discussion: Critique of Project 1
- ☑ Project 1 Due
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment

WEEK 3

TUESDAY - 1/26/16

- ☛ Discussion: Creating a theme, Illustrator demos
- ☑ Assign Project 2
- ☐ Assignment: Sketches for Project 2, Complete weekly sketchbook assignment

THURSDAY - 1/28/16

- ☛ Discussion: More Illustrator, Review prelim sketches
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Project 2, Work on sketchbook assignment

WEEK 4

TUESDAY - 2/2/16

- ☛ Discussion: Work day, Prelim critique
- ☐ Assignment: Work on Project 2, Complete weekly sketchbook assignment

THURSDAY - 2/4/16

- ☛ Discussion: Project 2 critique
- ☑ Check weekly sketchbook assignment
- ☑ Project 2 Due
- ☐ Assignment: Work on sketchbook assignment

WEEK 5

TUESDAY - 2/9/16

- ☛ Discussion: Creating a poster, Illustrator Demos
- ☑ Assign Project 3
- ☐ Assignment: Sketches for Project 3, Work on sketchbook assignment

THURSDAY - 2/11/16

- ☛ Discussion: Work day, Review prelim sketches
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Project 3

WEEK 6

TUESDAY - 2/16/16

- ☛ Discussion: Work Day, Prelim Critique
- ☐ Assignment: Work on Project 3, Work on sketchbook assignment

THURSDAY - 2/18/16

- ☛ Discussion: Critique of Project 3
- ☑ Project 3 due
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment

WEEK 7

TUESDAY - 2/23/16

- ☛ Discussion: Illustrating a story, Illustrator Demos
- ☑ Assign Project 4
- ☐ Assignment: Sketches for Project 4, Work on sketchbook assignment

THURSDAY - 2/25/16

- ☛ Discussion: Work day, Review prelim sketches
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Project 4, Work on sketchbook assignment

WEEK 8

TUESDAY - 3/1/16

- ☛ Discussion: Work Day, Prelim Critique
- ☐ Assignment: Work on Project 4, Work on sketchbook assignment

THURSDAY - 3/3/16

- ☛ Discussion: Critique of Project 4
- ☛ Mid Term Assessments
- ☑ Project 4 due
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment

SPRING BREAK: 3/7/16 - 3/13/16 - NO CLASSES!!!

★ REMEMBER YOU ARE RESPONSIBLE FOR ALL MATERIAL IF YOU MISS CLASS ★

WEEK 9**TUESDAY - 3/15/16**

- ☛ Discussion: Creating a three dimensional illustration with animation, Illustrator and Photoshop demos
- ☑ Assign Project 5
- ☐ Assignment: Sketches for Project 5, Work on sketchbook assignment

THURSDAY - 3/17/16

- ☛ Discussion: Work day, Review prelim sketches
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Project 5, Work on sketchbook assignment

WEEK 10**TUESDAY - 3/22/16**

- ☛ Discussion: Work Day, Prelim critique
- ☐ Assignment: Work on Project 5, Work on sketchbook assignment

THURSDAY - 3/24/16

- ☛ Discussion: Critique of Project 5, Introduce Final Project
- ☑ Project 5 Due
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment, Research about animation

WEEK 11**TUESDAY - 3/29/16**

- ☛ Discussion: Animation and Illustration, After Effects Demo
- ☑ Assign Final Project including assigning lyrics/main graphics to individual students
- ☐ Assignment: Sketches for Final Project, Work on sketchbook assignment

THURSDAY - 3/31/16

- ☛ Discussion: Review prelim sketches, After Effects Demo
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment

WEEK 12**TUESDAY - 4/5/16**

- ☛ Discussion: Work on Project, Prelim Critique
- ☑ Exercise 6 Due
- ☐ Assignment: Work on Final Project, Work on sketchbook assignment

THURSDAY - 4/7/16

- ☛ Discussion: Work on Project, Prelim Critique
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Final Project, Work on sketchbook assignment

WEEK 13**TUESDAY - 4/12/16**

- ☛ Discussion: Work Day, Prelim critique
- ☐ Assignment: Work on Final Project, Work on sketchbook assignment

THURSDAY - 4/14/16

- ☛ Discussion: Work Day, Prelim critique
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on Final Project, Work on sketchbook assignment

WEEK 14**TUESDAY - 4/19/16**

- ☛ Discussion: Work on Final Project, Test run of concert
- ☐ Assignment: Complete weekly sketchbook prompt, Make final changes to project

THURSDAY - 4/21/16

- ☛ Discussion: Get work ready for judging
- ☑ Final Project Due, All work must be ready for judging
- ☛ Attend performance of final project
- ☑ Check weekly sketchbook assignment
- ☐ Assignment: Work on sketchbook assignment

WEEK 15**TUESDAY - 4/26/16**

- ☛ Final Assessments, Critique of Final Project
- ☐ Last Day to Turn in Extra Credit, Project Redos, and Missing Assignments, Complete weekly sketchbook prompt

THURSDAY - 4/28/16

- ☛ Last of Final Assessments
- ☑ Check weekly sketchbook assignment

ADD DUE DATES TO YOUR CALENDAR**PROJECT 1****PROJECT 2****PROJECT 3****PROJECT 4****MID TERM ASSESSMENT****PROJECT 5****FINAL PROJECT****FINAL ASSESSMENT****SKETCHBOOK ASSIGNMENT**

(Repeat weekly until April 29)

**CONTACT INFO**

COURSE POLICIES

Active participation in this course and classroom activities will have a direct impact on your ability to understand the subjects being dealt with, as well as your performance on various projects. As in the real world, unexcused absences or late arrival will be considered a lack of interest in being “employed” (and in this case being educated). This will be reflected in a lower grade. Students are expected to show up for EVERY class and be ON TIME in order to get the most out of classroom instruction, discussions, project work, and instructor feedback. It is important that you NOT schedule other appointments that conflict with your class participation.

CELL PHONES/DEVICES

Cell phones should be on vibrate. If a call is important, please step into the hallway to take the call. DO NOT take phone calls in the middle of class. Please keep texting to a minimum. Laptops and tablets are welcome in the classroom, but should be used for class purposes. Your focus should be on learning the material.

CONDUCT AND DISCUSSIONS

Everyone has a different point of view, and artists are particularly notorious for expressing theirs. Some folks are a little shy about speaking in front of others, especially during critiques and discussions. Encourage each other, participate, critique, but don't make any personal attacks. That said, students who do not show respect to their classmates or instructor may be asked to leave the class.

FOOD AND DRINK

You may eat and drink in the classroom, but may not do so while sitting at a computer. Always clean up after yourself, including disposing of trash properly and washing up any mess you have left behind. If it is found that students cannot adhere to these guidelines, then no food or drink will be allowed at all in the classroom.

SAFETY ISSUES

We will be using some materials that may be considered dangerous or toxic. These include paper cutters, mat and X-acto knives, solvent-based markers and glues. Please be considerate of your own and others safety in the use of these materials. All art materials must be carried in proper art bins/tool boxes and any liquids should be kept in airtight containers. Knives should be put away carefully in a latched box and used blades disposed of by taping it

in a larger sandwich of cardboard before tossing in the trash bin. The guillotine cutter and other paper cutters provided in the studio should always be returned to their “down” position. Hands should be kept away from the blade, holding the handle or left side of paper/board only.

CLEANLINESS

Clean up is an important part of each project. Don't leave your artwork behind as a mess for someone else to find and deal with. A clean, well-maintained studio is an important part of making successful pieces of art. This classroom is a space used by many people. No one likes working in somebody else's trash. Pick up after yourself—your mother doesn't work here!

PLAGIARISM/CHEATING

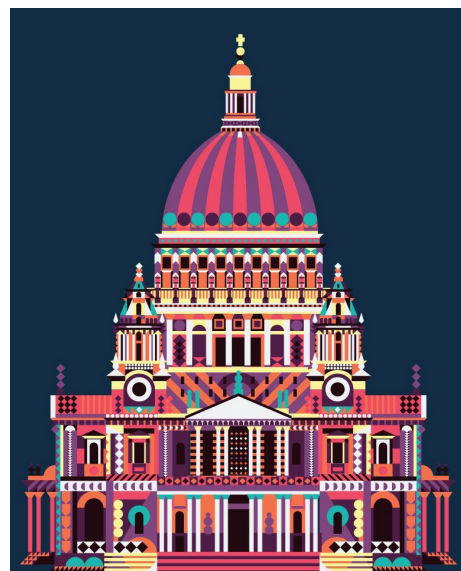
According to the policy of the college, plagiarism and cheating are considered Academic Dishonesty and may result in your dismissal from or failure in the course with possible academic consequences from the college, including becoming a part of your permanent academic record.

HATS AND MODES OF DRESS

This is an art class. Dress as you see fit. However, you should also be considerate of your classmates and practice some good personal hygiene, try to avoid clothing that may be offensive to others or hats that get in the way of your ability (or others) to see what's going on in the classroom.

PERSONAL ITEMS

Disks, books, and other personal items should be labeled with your name so that efforts can be made for their return in the event that you have left them behind. If you find something that does not belong to you, be sure to make an effort to return it to the



rightful owner or, if unavailable, turn it in to an instructor or the Art Office where it will be safely stored until the owner claims it. Students found to engage in unauthorized “borrowing” (stealing) from either the college or their fellow students will face academic discipline or worse.

CAMERA & TAPE RECORDING

The use of tape recorders or camera/video phones in this class is forbidden without first obtaining written permission from the instructor. The instructor reserves the right to tape record or photograph during this class. Photos by students may only be taken as part of an approved assignment for this class, and only with the written permission of instructor.

CONTACTING YOUR INSTRUCTOR

While I encourage you to get in touch in with me, please try to observe some courtesy. I will try to get back to you within 24 hours. If calling or texting, I ask that you not get in touch with me after 10 pm or before 8 am. When texting, please include your name in the message. When emailing, please put a subject line that states the subject of the email. My contact info is on the first page of the syllabus. That contact info is the best way to get in touch with me.

TARDY

You will be considered tardy if you are more than 15 minutes late to class or leave 15 minutes early. If you do find yourself entering a classroom late or you must leave early, especially during a lecture, student presentation, or critique, please enter and be seated quietly without disturbing others.

ABSENT

You will be considered absent if you miss more than 45 minutes of a class. Two tardies

COMPUTER INFORMATION

BLACKBOARD

Blackboard is an important part of this course. Your weekly self assessments will be administered through blackboard, all lectures, and assignments can be found there. It is an important source if you miss class. I will also make available additional materials on Blackboard including readings, assignment examples, and extra credit opportunities. I expect you to be able to login to blackboard as soon as possible.

TO LOGIN AND ACCESS THE CLASS ON BLACKBOARD:

- Go to blackboard.mcc.edu.
- Type in your user name and password.
- On the right hand side of the screen, you should see My Course. Under My Course, you should be able to select this course by clicking on the name of the course from all courses listed.
- This will then take you into the course. All main course navigation is located on the left hand side of the screen. This is where you can locate all materials.

GOOGLE DOCS/DRIVE

Google Docs, Sheets and Slides are a free, web-based word processor, a spreadsheet program, and a presentation program respectively, all part of an office suite offered by Google within its Google Drive

service. Google Docs will be especially helpful when wishing to be able to access a document on any computer. One student can create a document and share it with the rest of the group to allow for easier collaboration. Google Drive is a great place to back up your work to and it is accessible anywhere.

HOW TO ACCESS GOOGLE DOCS/DRIVE:

- Double-click on the Fire Fox or Internet Explorer icon. Next to Location or Address, type in webmail.mcc.edu and press Enter. Or, you can access it from the www.mcc.edu homepage.
- Type in your user name and password. It is the same user name and password that you use for all Mott logins.
- Once logged in to your email, you should see a nine square icon at the top, right of the screen.
- Click on the icon and select Google Drive.
- You should now be able to access your drive and all Google Doc apps like Word processing and Presentation options.

Need help with Google Docs? Get help here: <http://edutraining.googleapps.com/drive>.

You can also email me with specific questions or problems.

ADOBE SOFTWARE

This course makes use of Adobe Illustrator, Adobe Photoshop, and Adobe After Effects, all of which are part of Adobe Creative Cloud. You will have access to the software during class and outside of class in the lab. Please see the posted schedule to see when the lab is open for use.

If you have the funds available, you can purchase a membership to the Adobe Creative Cloud. The student/educator version is often available for \$19.99 a month, which gets you access to all Adobe software, fonts, and digital assets.



IMPORTANT DATES

	FULL SEMESTER	1ST HALF	LATE START	2ND HALF
First day of class	January 9	January 9	February 8	March 3
Web Advisor Registration Closes	January 15	January 15	January 15	January 15
Last Day to Add without Faculty Consent	January 8	January 8	February 7	March 2
Last Day to Drop Full Refund	January 15	January 15	February 15	March 16
Last Day to Drop Half Refund	January 20	January 20	February 18	March 21
Date of Record	January 21	January 21	February 19	March 22
Last Day to Change to Audit Status	March 25	February 12	March 18	April 8
Spring Break	March 7-13			
Last Day to Drop with "W"	April 22	February 24	April 22	April 22
Last day of class	April 29	March 2	April 29	April 29
Final Grades Due	May 2	March 4	May 2	May 2