



**EL CAMINO COLLEGE**  
**COURSE OUTLINE OF RECORD – Approved**

**I. Course Information**

**Subject:** ART  
**Course Number:** 153  
**Descriptive Title:** Illustration I  
**Division:** Fine Arts  
**Department:** Art  
**Course Disciplines:** Graphic Arts

**Catalog Description:**

This course is an introduction to illustration and stresses the creative interpretation of various subjects, situations, and themes within the context of commercial art applications such as advertising, editorial, and institutional. Special emphasis is placed on the creation of illustrations from rough concept sketches through finished artwork. Production and media processes, color analysis and application, and portfolio development and presentation will be presented.

**Conditions of Enrollment:**

**Prerequisite:** Art 110 with a minimum grade of C

**Recommended Preparation:** Art 152

**Course Length: Full Term**

**Hours Lecture (per week):** 2  
**Hours Laboratory (per week):** 4  
**Outside Study Hours:** 4  
**Total Hours:** 108

**Course Units:** 3

**Grading Method:** Letter Grade only  
**Credit Status:** Credit, degree applicable

**Transfer CSU:** Yes Effective Date: 03/20/2000  
**Transfer UC:** No Effective Date:

**General Education:**

**ECC**

**Term:** **Other:**

**CSU GE:**

**Term:** **Other:**

**IGETC:**

**Term:** **Other:**

## **II. Outcomes and Objectives**

### **A. Student Learning Outcomes (SLOs) (The course student learning outcomes are listed below.)**

#### SLO #1 Narrative Value

Students will be able to effectively communicate visual ideas, narratives and opinions by appropriately applying various applications of narrative value role in terms of value key and value contrast.

#### SLO #2 Design Tactics

Students will be able to effectively communicate visual ideas, narratives and opinions by appropriately applying various applications of design tactics emphasizing visual rhythm, balance strategies and a strong sense of depth.

#### SLO #3 Staging Techniques

Students will be able to effectively communicate visual ideas, narratives and opinions by appropriately applying various applications of staging techniques that address audience expectations, viewer role, and gestalt.

### **B. Course Objectives (The major learning objective for in this course are listed below)**

1. Produce compositional layouts in preparation for final illustrations that emphasize balance, rhythm, emphasis, and dynamic figure/ground relationships.
2. Create preliminary sketches and rough comprehensive drawings.
3. Apply color characteristics including hue, value, temperature, and intensity to resolve illustration problems.
4. Mix and apply color to illustrate texture, light and shade, temperature, atmospheric perspective, and personal expression.
5. Create illustrations using traditional tools and media including colored pencil, markers, water-based paints, pen and ink, and graphite.
6. Combine various materials and formulate mix-media solutions to illustration problems.
7. Employ traditional media in nontraditional approaches.
8. Identify and use a variety of surface supports based on the inherent qualities of each.
9. Create original illustrations applying a range of visual strategies, multiple rough sketches, and comprehensive layouts.
10. Adapt various resource materials such as photographs and art work to accurately render illustrations.
11. Demonstrate a high degree of craft in the production and presentation of finished art work.
12. Develop, assemble, and present a portfolio of illustrations representative of client-stipulated media, skill level, theme, and purpose.

## **III. Outline of Subject Matter**

**(Topics should be detailed enough to enable an instructor to determine the major areas that should be covered to ensure consistency from instructor to instructor and semester to semester.)**

### **Major Topics**

#### **I. Illustration Production and Media Processes (16 hours, lecture)**

- A. Function and use of roughs and comprehensives
- B. Function and use of collage and assemblage
- C. Application of photographs and photo copies

#### **II. Illustration Production and Media Processes (32 hours, lab)**

- A. Function and use of roughs and comprehensives
- B. Function and use of collage and assemblage
- C. Application of photographs and photo copies

### **III. Analysis and Application of Color (10 hours, lecture)**

- A. Color selection
- B. Hue, value, and intensity
- C. Color perception and related problem-solving issues
- D. Transparent and opaque color media

### **IV. Analysis and Application of Color (20 hours, lab)**

- A. Color selection
- B. Hue, value, and intensity
- C. Color perception and related problem-solving issues
- D. Transparent and opaque color media

### **V. Presentation and Preservation of Art Work (8 hours, lecture)**

- A. Matting, mounting and framing art work
- B. Preservation issues and techniques
- C. Use of photography and photo copying

### **VI. Presentation and Preservation of Art Work (16 hours, lab)**

- A. Matting, mounting and framing art work
- B. Preservation issues and techniques
- C. Use of photography and photo copying

### **VII. Analysis and Criticism (2 hours, lecture)**

- A. Process and technique
- B. Proportion and accuracy
- C. Composition and structure
- D. Concept development and creativity

### **VIII. Analysis and Criticism (4 hours, lab)**

- A. Process and technique
- B. Proportion and accuracy
- C. Composition and structure
- D. Concept development and creativity

<b>Total Lecture Hours:</b>	36
<b>Total Laboratory Hours:</b>	72
<b>Total Hours:</b>	108

### **IV. Primary Method of Evaluation and Sample Assignments**

#### **A. Primary Method of Evaluation (choose one):**

- 3) Skills demonstration

#### **B. Typical Assignment Using Primary Method of Evaluation**

Using cut-paper collage on illustration board, design and illustrate a restaurant menu cover. The illustration must represent various foods, but within a stylized as opposed to a rendered context. Include type and color in the composition and limit the maximum size to 11"x 14". Mat and present the final art work along with all preliminary studies.

#### **C. College-level Critical Thinking Assignments**

##### **Critical Thinking Assignment 1:**

Design and illustrate the poem such as "A Windy Day" by Anne Bronte to be included in a book of women's poetry and illustrated by various artists. Complete the final art work using black India ink on illustration board **or**

scratchboard with watercolor. Mat the finished illustration and present it along with all inked thumbnail sketches and color roughs.

**Critical Thinking Assignment 2:**

Design and illustrate a movie poster within a maximum format of 14"x 20" for an imaginary movie. Use historical and contemporary movie industry photography for reference, and be inventive with the use of chronology (e.g. W.C. Fields and pop star Madonna co-starring in a science fiction movie). Include at least one image of a person along with other characters and scenery. Complete final artwork using black, brown or indigo blue colored pencil in combination with acrylic or watercolor on cold-pressed, double-thick illustration board. Mat and present along with all preliminary studies.

**D. Other Typical Assessment and Evaluation Methods**

Class Performance, Other (specify)

**V. Instructional Methods**

Demonstration, Guest Speakers, Lab, Lecture

If other:

***Note: In compliance with Board Policies 1600 and 3410, Title 5 California Code of Regulations, the Rehabilitation Act of 1973, and Sections 504 and 508 of the Americans with Disabilities Act, instruction delivery shall provide access, full inclusion, and effective communication for students with disabilities.***

**VI. Work Outside of Class**

Other (specify), Skill practice, Study

If Other:

**VII. Texts and Materials**

**A. Up-to-date Representative Textbooks: (Please use the following format: Author, Title, Edition, Publisher, Year. If you wish to list a text that is more than 5 years old, please annotate it as a "discipline standard".)**

Andrew Loomis, Creative Illustration, Titan Books, 2012.

Discipline Standard

**B. Alternative Textbooks: (Please use the following format: Author, Title, Edition, Publisher, Year. If you wish to list a text that is more than 5 years old, please annotate it as a "discipline standard".)**

**C. Required Supplementary Readings**

**D. Other Required Materials**

## **VIII. Conditions of Enrollment**

**A. Requisites (Course Prerequisites and Corequisites) Skills needed without which a student would be highly unlikely to succeed.**

Requisite: Prerequisite  
Category: sequential

**Requisite course(s): List both prerequisites and corequisites in this box.**

Art 110 with a minimum grade of C

**Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).**

**Create various man-made and organic shapes and forms using line.**

ART 110 - Establish accurate visual proportions of natural and manufactured forms using relative size, shape, and position.

ART 110 - Distinguish spatial relationships among various forms through the application of overlapping.

ART 110 - Determine the relative position of a form in relation to other forms using sighting techniques and the concept of relative placement.

ART 110 - Create quick and sustained line drawings utilizing contour methods such as blind, modified, and cross-contour.

ART 110 - Create spatial recession/projection and figure/ground relationships by juxtaposing lines of contrasting tones.

ART 110 - Represent various visual effects through the combinations of thick/thin, angular/curvilinear, and continuous/interrupted line types.

**Employ line to describe surface contours and textures.**

ART 110 - Employ line to describe surface contours and textures.

**Integrate a variety of objects into a successful composition.**

ART 110 - Create drawings using various drawing media including graphite, charcoal, and ink.

ART 110 - Compose drawings applying the principles of pictorial structure, balance, rhythm, focal point, and interpretation.

ART 110 - Identify, define, and apply basic color characteristics such as hue, value, temperature, and intensity.

ART 110 - Identify and define color wheel principles such as complementary, split-complementary, analogous, and monochrome.

ART 110 - Analyze and evaluate drawings according to the application and manipulation of line, perspective, value, color, composition, media, expression, and originality.

**Demonstrate linear and atmospheric perspective.**

ART 110 - Identify, define, and apply the principles of linear perspective with regard to one-point and two-point perspective.

**Depict form accurately through value selection and light logic.**

ART 110 - Identify, define, and apply the principles of light theory with specific emphasis on highlight, half light, reflected light, core shadow, and cast shadow.

ART 110 - Create drawings using various drawing media including graphite, charcoal, and ink.

**B. Requisite Skills: (Non-Course Prerequisite and Corequisites) Skills needed without which a student would be highly unlikely to succeed.**

**Requisite:**

**Requisite and Matching Skill(s): Bold the requisite skill(s). If applicable**

**Graphically represent three-dimensional form, space, and volume within an illusory and sharp-focused context using media such as markers, water-based paint, ink, graphite, pastel, and colored pencil.**

ART 152 - Analyze and translate three-dimensional form, space, and volume into two-dimensional renderings.

ART 152 - Create the illusion of light, shade, and volume utilizing highlight, reflected light, core shadow, and cast shadow.

ART 152 - Create the illusion of three-dimensional space applying the principles of linear perspective including overlapping, relative size, relative placement, three-point perspective, elliptical applications, form analysis and convergence.

ART 152 - Analyze and replicate surface textures and characteristics such as rough and smooth, shiny and dull, and hard and soft.

ART 152 - Develop compositions incorporating the principles and elements of design.

ART 152 - Create renderings that reflect a synthesis of concept, technique, and media.

ART 152 - Create renderings utilizing multimedia and non-traditional approaches.

ART 152 - Plan and execute rendering projects utilizing work schedules, prioritization of tasks, and production techniques that include preliminary roughs, comprehensive layouts, and finished art work.

**C. Recommended Preparations (Course) (Skills with which a student's ability to succeed will be strongly enhanced.)**

Requisite course: Art 152

**Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).**

**D. Recommended Preparation (Non-Course) (Skills with which a student's ability to succeed will be strongly enhanced.)**

**Requisite:**

**Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s). If applicable**

**E. Enrollment Limitations**

**Enrollment Limitations and Category:**

**Enrollment Limitations Impact:**

Course Created by: James Dowdalls on 11/01/1999

Original Board Approval Date: 03/20/2000

Last Reviewed and/or Revised by: Andrea Micallef

Date: 02/28/2021

Last Board Approval Date: 06/21/2021