

ART3030 | Illustration 1

PROFESSOR: David Adey, MFA

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OFFICE: Keller 104 (*email for an appointment*)

SCHEDULE: Monday / Wednesday, 10:40–1:00 pm

ROOM: Ryan Library 214 (Design Lab)

FINAL EXAM: Monday 12/11: 10:30–1:00 pm

Meet Your Professor

Weekly Modules

University Policies

COURSE DESCRIPTION:

ART3030 Illustration 1 is an intermediate graphic design course that focuses on illustration as a means of graphic communication. Emphasis is placed on the development of a personal visual vocabulary, the sharpening of conceptual skills, visual storytelling, and the development of technical abilities in traditional and digital media. Students will strengthen and enhance portfolio content and increase their awareness of current trends in contemporary illustration and professional practices.

STUDENT LEARNING OUTCOMES:

- Students will create five graphic design projects using illustration as the primary mode of communication.

- Students will combine traditional and digital techniques in the creation of graphic forms.
- Students will analyze examples of contemporary illustration and duplicate a variety of illustrative techniques.
- Students will employ illustrative style as a vehicle for visual story-telling.

GOALS OF THIS COURSE:

- Broaden the student's knowledge of the field of graphic design and illustration.
- Strengthen the student's skills in a variety of illustration styles and techniques.
- Practice the concept of visual storytelling.
- Development of a personal illustrative style.
- Increase awareness of contemporary illustrators and trends.
- Gain a greater understanding of the commercial art world and what role illustration plays.

OVERVIEW:

This is a combination lab/lecture course. Class time may be used for lectures, project introductions, material and technical demonstrations, discussion, and open lab work time. The Canvas course is structured into 15 weekly modules. All of the requirements, activities, assignments, and due dates for each project are contained within the corresponding modules.

All homework and major projects must be turned in through Canvas to receive credit and will not be accepted late or in person.

PROJECTS AND EXERCISES:

There are 5 major projects. The amount of time given for each project will vary depending upon the complexity of the project. All of the weekly modules that correspond to each project will be published at the same time. Exploration of various illustration techniques, concept development, and visual storytelling will be pursued from a variety of directions including the following:

- 5 major projects involving hypothetical design problem-solving
- Homework assignments and in-class exercises
- Lectures, discussions, and videos
- Digital and traditional Illustration technique demonstrations

CRITIQUES AND PARTICIPATION:

At the end of each major project, there will be a group critique. The primary purpose of critique is to practice utilizing the language of design, which is an essential skill for professional artists and designers. Dialogue and constructive criticism also help the artist/designer recognize the strengths and weaknesses in their work. Each student is expected to contribute to the discussion. Your participation grade is based, in part, on your willingness to contribute to the critique. If you are absent from a critique, your project will be marked late. (-20 pts) There will be no opportunity to make up the points lost for missing a critique. Students are given a grade

for each critique. 50% of the grade is based upon participation during the critique, and 50% is based upon overall class participation up to that point.

COURSE CREDIT HOUR INFORMATION:

In the interest of providing sufficient time to accomplish the stated Course Learning Outcomes, this class meets the PLNU credit hour policy for a 3-unit class delivered over 15 weeks. It is anticipated that students will spend a minimum of 37.5 participation hours per credit hour on their coursework. For this course, students will spend an estimated 112.5 total hours meeting the course learning outcomes.

ATTENDANCE:

PLNU ATTENDANCE POLICY:

Regular and punctual attendance in all classes is considered essential to optimum academic achievement. If the student is absent from more than 10 percent of class meetings (3 absences), the faculty member can file a written report, which may result in de-enrollment. If the absences exceed 20 percent (6 absences), the student may be de-enrolled without notice until the university drop date or, after that date, receive the appropriate grade for their work and participation. See [Academic Policies](#) in the Undergraduate Academic Catalog.

CLASS ATTENDANCE POLICY:

Attendance is required. You are allowed 2 unexcused absences. Each additional absence will result in a 10-point deduction from your final participation grade. If you are absent, you are responsible for finding out from your peers what information you missed. If you arrive more than 5 minutes after the start time or leave more than 5 minutes early from a required class session, you will be marked late. If you miss 30 minutes or more of a required class session, you will be marked absent. 3 late arrivals or early departures equal one absence.

Exceptions to the attendance policy will only be made in the event of a family emergency, illness with a doctor's verification, or something of an unexpected, urgent nature that is out of your control. Family vacations, weddings, work schedules, and or travel/flight schedules are not valid excuses for missing a required class session or exam. Excessive absences may result in you being dropped from the course in accordance with the PLNU attendance policy.

- **1–2 unexcused absences:** *No effect*
- **3–5 unexcused absences:** *–10 percentage points from participation grade for each unexcused absence beyond 2*
- **6+ unexcused absences:** *Withdrawal from the course or failure if after the last day to drop*
- **5+ minutes late:** *Tardy*
- **30+ minutes late:** *Absent*
- **3 Tardy:** *1 absence*

GRADING POLICIES:

Final semester grades are based on a percentage of points accumulated in weighted categories throughout the semester. If class sessions must be canceled due to events out of the instructor's control, such as illness, natural disaster, etc., the point total may be reduced, but the percentage assigned to each category will remain the same.

FINAL GRADE BREAKDOWN:

- 12%: **Project 1** (100 pts.)
- 12%: **Project 2** (100 pts.)
- 12%: **Project 3** (100 pts.)
- 12%: **Project 4** (100 pts.)
- 12%: **Project 5** (100 pts.)
- 10%: **Participation:** (100 pts.)
- 10%: **Homework:** (points may vary)

GRADE SCALE:

- A = 93 – 100% of possible points
- A- = 90 – 92% of possible points
- B+ = 87 – 89% of possible points
- B = 83 – 86% of possible points
- B- = 80 – 82% of possible points
- C+ = 77 – 79% of possible points
- C = 73 – 76% of possible points
- C- = 70 – 72% of possible points
- D+ = 67 – 69% of possible points
- D = 63 – 66% of possible points
- D- = 60 – 62% of possible points
- F = 0 – 59% of possible points

INDIVIDUAL PROJECT GRADES:

While grading works of art is subjective, I try to approach each student's work as fairly and objectively as possible, taking into account each of the student's circumstances and abilities. Projects turned in late will receive an automatic 20 pt. deduction. You will then have one week from the due date to turn it in. After one week, you will receive an F (zero) for that project. On-time means that it is uploaded to Canvas by the due date before the assignment closes. All homework assignments must be turned in through Canvas to receive credit and will not be accepted late. Rubrics are provided for each major project.

MATERIALS AND SAFETY:

Practicing studio safety is a combination of four factors: having knowledge of the materials you are handling, understanding the environment (space) in which you are working, being aware of emergency procedures, and practicing common sense in any given situation. Most of the materials that you will be using in this class have relatively low levels of toxicity unless ingested. Pay special attention to the following:

- **Aerosols, including spray fixatives and spray adhesives:** These contain fumes that are both toxic and flammable. They should only be used outside or in a dedicated spray booth. Do not use them in a dormitory or apartment—not even in the hallway. When spraying outside be careful that you are nowhere near a ventilation intake source. Spraying near this will spread the fumes throughout the building. It is also important to know that spraying fixatives around an infant or child has been known to cause serious injury or death because of their delicate respiratory system.
- **X-Acto Blades, Utility knives, etc:** Use a cutting board or mat placed on a stable surface. Always cut away from your body, and be sure others are not in the path of the knife should you slip. When throwing a dull blade in the trash, wrap the sharp end a few times in masking tape so the person dealing with the trash does not get cut.
- **Markers:** When using markers and Sharpies for drawing, be careful about the fumes given off by them. If possible, stand/sit near an open window.

REQUIRED TOOLS AND MATERIALS:

Below is a list of items you will need to purchase.

- Sketchbook, 8.5 x 11 or larger
- Black Sharpies, regular medium size, and fine tip
- Tracing Paper, 9 x 12 or larger (*art supply store*)
- Other supplies will be necessary for each project

GENERAL POLICIES AND EXPECTATIONS:

- Arrive on time and be prepared to participate in all class activities, projects, discussions, and critiques.
- Attend every class and work diligently.
- Dress appropriately for class.
- Bring all necessary tools and supplies.
- Late homework assignments will not be accepted.
- Coming to class unprepared is the same as an absence.
- You are expected to purchase all required materials.

PLAGIARISM:

- Turning in work done by someone else is plagiarism, and University Policy will be enforced.
- This includes copying, sampling, tracing, or other means of reproducing another artist's work without citation.
- This includes copying text for written assignments.
- This includes the use of A.I. technology to create original design or written work.

PHONES AND ELECTRONIC DEVICES:

- Students should remain focused and engaged during class.
- Phones must be silenced and placed in a designated phone bin during class.
- Headphones are not allowed during class.
- Unauthorized use of electronic devices for non-course-related activity is prohibited.
- Violations of these policies will result in a deduction in your participation grade.
- Repeated violations of these policies may result in an absence.
- If you have an emergency or special circumstance, arrangements must be worked out in advance with the professor.

1st Offense = Warning / 2nd Offense = 1 tardy / 3rd or more = absence for each offense

Quick Links to Resources

Netiquette Guidelines | Help Resources & Technical Support | Technology & System Requirements | [Canvas Guide](#)