Syllabus
GRA 2151c: Introduction to Illustration
Monday-Thursday 8:00 am-11:50 am  Room VAB 213b
Instructor: Charlie Abraham  Office: VAB 105I  E-mail: Charlie.Abraham@ucf.edu
Office Hours: Monday-Thursday, 2 pm-3 pm

Course Overview
This course is an introduction to traditional techniques and media used to produce production ready art for print, broadcast and interactive media. Each assignment will focus on understanding the media as well as addressing basic design and compositional problems, such as design, perspective, color, concept, layout and basic drawing as they relate to Illustration. All final assignments will be presented in single matts.

The semester will be broken into two parts, the first concentrating on black and white techniques, and the second on color and art for reproduction. You will be graded on all visual material produced during the semester.

This course will be treated as a real world model. Students are expected to show up on time and act in a professional manner. Students are expected to work on projects in class during the scheduled studio time. All work must be turned in on time and meet the criteria of the assignment.

SUPPLIES
Because of the specialized nature of the materials we will be working with you will need to purchase certain supplies over and above what is normally covered by lab fees. Final versions of all assignments will need to be matted for presentation. Keep in mind that this is a traditional media course so you may already have some of these materials, if not you can minimize your cost outlay by teaming up with others in class and buying in bulk.

These supplies are:
1 Crowquil pen and various mapping points
1 bottle of India ink
1 sheet scratchboard
1 pad 11x14 Smooth finish Bristol board several sheets or pad
Opaque Watercolors (gouache)
1 pad tracing paper
1 block of linoleum (at least 6x9)
1 set lino cut tools
Various brushes (cheap)
1 Xacto knife
Projects

Assignment 1 *(Due Monday, June 30th)*
Editorial Pen and ink illustration
Using coquille pen points and India ink the objective will be to create a recognizable portrait of one of 10 notable personages from reference supplied by the instructor. This should be a straightforward portrait with no noticeable exaggeration of features.

Assignment 2 *(Due Tuesday, July 7th)*
Pen & ink Caricature Portrait
Pen and Ink caricature based on the same reference used for project 1. While it can be the same personage the pose and settings should be different. For this illustration you will focus on the subjects features and exaggerate their expression to add personality to the illustration.

Assignment 3 *(Due Monday, July 14th)*
Linocut Illustration
This will be an introduction to the first of two reductive media methods you will use to create an image. For this assignment you will find and use reference photos of animals. The animal you choose should have plenty of texture or detail that can be translated in a bold manner.

Assignment 4 *(Due Monday, July 21st)*
Scratchboard Illustration
Scratchboard is the 2nd reductive process we will use this semester. For this assignment you will create an image of a fictional character or creature. Your interpretation of the character should be original and based on your own imagination.

Assignment 5 *(Due Monday, July 28th)*
Watercolor Illustration
For this assignment you will illustrate a page from a children's book story. Be creative on this one with your character designs, situations and point of view. The size will be 9 x 12 on Bristol board.

Assignment 6 *(Due by Friday, August 1st)*
Gouache Illustration
For this assignment you will create a conceptual image of a fantasy environment that would be used as a background for a game or feature film. It must include at least one figure to provide a sense of scale and depth.
**Grade Breakdown**
Grades are based on mastery of medium, drawing ability and overall compositional design of the final illustration as well as meeting the deadline and defined criteria for each assignment.

Projects 1-5 1500
(5 @ 300 points each)
Final Project 500
Maximum 2000 points

**Grade Scale**
1800–2000 A
1600–1799 B
1400–1599 C
1000–1399 D
Below 800 F

**GRADING**
A Indicates superior achievement. The work shows consistently original, appropriate, well resolved solutions as a result of in-depth research. Deadlines and attendance are met. Execution is at a professional level.

B Work is determined to be slightly lower in quality of creative solution and execution, but above average. It may be lacking in polish or appropriateness as a solution.

C Work is average, (not inferior). May lack originality, be less of an appropriate solution or unprofessional in execution.

D Meets only the minimum quality requirements

F Indicates failure to meet minimum quality requirements

**Deadlines**
All projects must be completed and turned in during the first 20 minutes of class on the date due. Ten points will be deducted from a late project turned in on the due date. Projects not turned in during the class period of the due date will result in a zero and cannot be redone and resubmitted. You may arrange to submit your work early or send it in with a colleague but you are always responsible for submissions to be turned in on time.

All communication with student’s to/from faculty will take place through the students Knights email account. Academic Conduct will be held to the standards put forth in the UCF Student Handbook. It is the student’s responsibility to read and be aware of The Golden Rules of Conduct. Cheating or plagiarism of any kind will result in failure in the course and possible expulsion from the University.
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I,__________________________________________ (Sign & Print Name)
PID____________________________ hereby state that I have fully read and understand the GRA2151c syllabi. By signing below I agree to the terms of the syllabus as a contract for this course. If I fail to follow these terms, I am aware of the consequences that will result. I also understand that failure to return this sheet by June 24, 2014 will result in the withholding of my grades for the course.