



GRA 4154c Advanced Illustration
School of Visual Arts & Design
College of Arts and Humanities

COURSE SYLLABUS

Instructor:	Charlie Abraham	Term:	Spring, 2017
Office:	VAB 1051	Class Meeting Days:	Fridays
Phone:	407-823-2860	Class Meeting Hours:	11:00 am-4:50 pm
E-Mail:	Charlie.Abraham@ucf.edu	Class Location:	VAB 215
Website:	svad.cah.ucf.edu	Lab Location:	VAB 215
Office Hours:	Tuesdays & Thursdays from 1pm-3pm	Office Location:	VAB 105I

Course Overview

The focus of this course will be the utilization, methods and media effects we associate with traditional illustration and the adaptation of those techniques to the digital platform through the use of industry standard software and hardware. The course will have two primary objectives, the first to emulate traditional media and the second to concentrate on compositing techniques through the cross utilization of related software. To achieve this, we will use these industry standard Illustration applications, Corel Painter, Adobe Photoshop and Adobe Illustrator. In addition, we will explore alternative digital platforms and applications through a series of in class demonstrations showcasing emerging media techniques as they relate to creating editorial art for reproduction.

Course Objectives

The course meets once a week, on Fridays from 11:00 am until 4:50 pm. All sessions will take place in room 215 of the VAB. The first half of the class will deal with tutorials working with Painter, Illustrator and Photoshop, concentrating on how to achieve advanced painting and drawing effects with these applications. Lectures will center on the exploration of historical and contemporary influences and media in the field of illustration. Students will make extensive use of the Internet and UCF library and other sources for research relating to the lectures that in turn will be incorporated into class assignments. The second half of the class session will be devoted to studio time dedicated to working on assignments given and supervised by the instructor. Class starts at 11 am and we will work on tutorials until 1pm. We will then break until 1:45 pm, when we resume and concentrate on studio assignments until end of class as 4:50 pm.

Assignments

Each assignment will concern itself with media and effects covered in the tutorials shown at the beginning of each class. Assignments will cover editorial content and investigate problem solving from the point of view of the artist, client and audience. Most of the work produced will concern creating scenes that include the figure in action and incorporated into environments along with props and period specific costumes. Students will be responsible for developing, archiving and presenting all stages of projects developed for each assignment as well as selected tutorials. In most cases this will consist of 4 distinct stages, thumbnail sketches to show composition, roughs, final pencils and then final painted project.

Equipment Needs

Students taking this course will be responsible for their own image management and storage. The lab for VAB 215 has current versions of the software used for the course, however all computers are wiped on a weekly basis so you will need some form of external storage to archive your work files and final projects.

Topics Covered: Partial List

Digital Equivalents:

Oils	Filter Effects
Pastels	Masks and Displacement Maps
Gouache	Animation
Scratch board	Blending and Surface Textures
Image Hoses	Impasto Effects
Liquid Ink Effects	Scripting

Course Prerequisites

Pre-reqs for this course are successful portfolio application (Sophomore, Character Animation or Graphic Design) and GRA 3737c.

Recommended Readings

Here are a few suggested titles that relate to what will be covered this semester:

Creative Illustration- Andrew Loomis

Inside the Business of Illustration- Steven Heller

Imaginative Realism: How to Paint What Doesn't Exist- James Gurney

Color and Light: A Guide for the Realist Painter- James Gurney

Dynamic Figure Drawing- Burne Hogarth

Dynamic Light and Shade- Burne Hogarth

Grading

Assessment	Percent of Final Grade	Grading Scale (%)	
Tutorials	10%	90-100	A
Assignment 1	15%	80 - 89	B
Assignment 2	15%	70 - 79	C
Assignment 3	15%	60 - 69	D
Assignment 4	15%	0 - 59	F
Assignment 5	15%		
Portfolio	15%		
	100%		

Grade Dissemination

Graded tests and materials in this course will be returned individually. You can access your scores at any time using the Grade Book function of Webcourses. Please note that scores returned mid-semester are unofficial grades.

Course Policies: Grades

Late Work Policy:

Projects turned in late will be assessed a penalty: a half-letter grade if it is one day late, or a full-letter grade for 2-7 days late. Projects will not be accepted if overdue by more than seven days.

Grades of "Incomplete":

The current university policy concerning incomplete grades will be followed in this course. Incomplete grades are given only in situations where unexpected emergencies prevent a student from completing the course and the remaining work can be completed the next semester. Your instructor is the final authority on whether you qualify for an incomplete. Incomplete work must be finished by the end of the subsequent semester or the "I" will automatically be recorded as an "F" on your transcript.

Course Policies: Student Expectations

Disability Access: The University of Central Florida is committed to providing reasonable accommodations for all persons with disabilities. This syllabus is available in alternate formats upon request. Students who need accommodations must be registered with Student Disability Services, Ferrell Commons Room 185, phone (407) 823-2371, TTY/TDD only phone (407) 823-2116, before requesting accommodations from the professor.

Attendance Policy:

Professionalism Policy:

Per university policy and classroom etiquette; mobile phones, iPods, etc. must be silenced during all lectures. Those not heeding this rule will be asked to leave the classroom/lab immediately to not disrupt the learning environment. Please arrive on time for all class meetings. Students who habitually disturb the class by talking, arriving late, etc., and have been warned may suffer a reduction in their final class grade. In addition, if a student has 3 unexcused absences it will result in the reduction of their grade by one letter.

Academic Conduct Policy

Academic dishonesty in any form will not be tolerated. If you are uncertain as to what constitutes academic dishonesty, please consult The Golden Rule, the University of Central Florida's Student Handbook (<http://www.goldenrule.sdes.ucf.edu/>) for further details. As in all University courses, The Golden Rule Rules of Conduct will be applied. Violations of these rules will result in a record of the infraction being placed in your file and receiving a zero on the work in question AT A MINIMUM. At the instructor's discretion, you may also receive a failing grade for the course. Confirmation of such incidents can also result in expulsion from the University

Important Dates to Remember

Drop Deadline:	Thursday, January 12, 2017
Add Deadline:	Friday, January 13, 2017
Grade Forgiveness Deadline:	Wednesday, March 22, 2017
Mid-Term	Fri, March 3rd 2017
Withdrawal Deadline:	Wednesday, March 22, 2017
Spring Break:	Monday, March 13, 2016 - Saturday, March 18, 2017
Final Examination:	Friday, April 28th, 2017: 10am – 12:50am

Religious Observances

Students are expected to notify their instructor in advance if they intend to miss class to observe a holy day of their religious faith. For a current schedule of major religious holidays, see the Faculty Center's main web page under "Calendars," and for additional information, contact the Office of Diversity Initiatives at 407-823-6479.