UNIVERSITI TEKNOLOGI MARA

GDT212: DIGITAL ILLUSTRATION

Course Name (English)	DIGITAL ILLUSTRATION APPROVED
Course Code	GDT212

MQF Credit	4

Course Description	Digital Illustration will emphasize on the impact of computer graphics, including the computer's creative role and digital setting, hardware and software, and blending of traditional and digital process.

Transferable Skills	Traditional drawing and sketching. Digital drawing and painting. Graphic tablet operation. Character design creation.

Teaching Methodologies	Lectures, Studio, Demonstrations, Tutorial, Presentation

CLO		
	CLO1	Apply fundamental knowledge of digital illustration & modern image - making concept for a compelling digital illustration project.
	CLO2	Practice digital illustration applications and tools techniques for achieving proficient design.
	CLO3	Initiate creative digital illustration projects (design and applications) with an admirable level of competency.

Pre-Requisite Courses	No course recommendations

Topics
1. Week 1: Introduction to Digital Illustration 1.1) The definition of digital illustration 1.2) History illustration process (Conventional to Digital) 1.3) Usage of Digital Illustration Applications for Digital Illustration (Raster and Vector based software)
2. Week2: Digital Illustration, purpose and content 2.1) The impact of Digital Illustration, image making and image manipulation in today's society and industry. 2.2) Types of file 2.3) Formats 2.4) Resolutions 2.5) Size 2.6) Printing 2.7) 2.8) Illustration as a communicative media: 2.9) Digital illustration for print media, eg: 2.10) Brochures, flyer, poster and newsletter 2.11) Press Advertisement 2.12) 2.13) Graphic Novels & Comic Digital illustration for user-interface design: 2.14) Interactive multimedia 2.15) Cartoons and Animations
3. Week 3: Process involved in digital illustration 3.1) Process involved in digital illustration: 3.2) Research and ideation 3.3) Sketches/ Photography 3.4) Digitization of images 3.5) Use of applications for Digital illustration 3.6) Printing the final work

4. Week 4: Exploring Digital Illustration Software and Application
4.1) Vector line art illustration in Adobe Illustrator:
4.2) Using pen tool and creating path
4.3) Using brushes
4.4) Creating custom brushes
4.5) Layering, styles, pattern overlay

5. Week 5: Creating vector illustration in Adobe Illustrator
5.1) Layer blending
5.2) Filters
5.3) Layer masks
5.4) Cropping
5.5) Using pen tool and creating path
5.6) Using brushes
5.7) Creating custom brushes
5.8) Color scheme selection

6. Week 6: Creating vector illustration in Adobe Illustrator
6.1) Layer blending
6.2) Filters
6.3) Layer masks
6.4) Cropping
6.5) Using pen tool and creating path
6.6) Using brushes
6.7) Creating custom brushes
6.8) Color scheme selection

7. Week 7: Assessment
7.1) Presentation & Assessment

8. Week 8: Exploring Digital Illustration Software and Application
8.1) Raster line art illustration in Adobe Photoshop:
8.2) Using pen tool and creating path
8.3) Using brushes
8.4) Creating custom brushes
8.5) Layering, styles, pattern overlay

9. Week 9: Creating raster illustration in Adobe Photoshop
9.1) Layer blending
9.2) Filters
9.3) Layer masks
9.4) Cropping
9.5) Using pen tool and creating path
9.6) Using brushes
9.7) Creating custom brushes
9.8) Color scheme selection

10. Week 10: Creating raster illustration in Adobe Photoshop
10.1) Layer blending
10.2) Filters
10.3) Layer masks
10.4) Cropping
10.5) Using pen tool and creating path
10.6) Using brushes
10.7) Creating custom brushes
10.8) Color scheme selection

11. Week 11: Creating Effects
11.1) Motion Blur
11.2) Noise
11.3) Smudge
11.4) Burn
11.5) Dodge
11.6) Sponge

12. Week 12: Final Project Progression
12.1) Composition
12.2) Final artworks
12.3) Artworks merchandizing
12.4) Consultation

13. Week 13: Final Project Progression
13.1) Composition
13.2) Final artworks
13.3) Artworks merchandizing
13.4) Consultation

14. Week 14: Final Assessment
14.1) Presentation and Assessment

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Final Project	Project 4 : Creative Digital Illustration & Applications - From the acquired skills & techniques from the previous projects, student will apply it to produce/enhance their own unique and distinctive characters design for animation, comics, games, editorial, and other usage of medias/platforms.	40%	CLO3
	Individual Project	Project 1: Project Portfolio (Concept, Ideation & Process) - Expose student about the first stage on producing a great and professional digital illustration artwork. Student will learn the importance of planning and preparing proper predefined items (subject matter, concept & styles) before producing an artwork/project. Student will also include all on going and continuous design process (visual research & sketches) in this compilation, thus ensuring the final artworks is genuine and any act of plagiarism or non-integrity attempts can be diminish.	20%	CLO1
	Individual Project	Project 2: Vector Character Design & Applications - This project will expose student about vector based digital illustration. Student will be able to design a character based on theme chosen and applied onto relatable items and applications using Adobe Illustrator. From the acquired skills & techniques, student will innovate and improvise their own skills to produce their own original illustration for later course projects.	20%	CLO2
	Individual Project	Project 3: Raster Character Design & Applications - Expose student about raster based digital illustration. Student will be able to design a character based on theme chosen and applied it onto relatable items and applications using Adobe Photoshop. From the acquired skills & techniques, student will innovate and improvise their own skills to produce their own original illustration for later course projects.	20%	CLO2

Reading List	Reference Book Resources	• **Lawrence Zeegen 2005, *Digital Illustration*, Rotovision [ISBN: 2880467977]** • **Michael Fleishman 2004, *Exploring Illustration*, Delmar Pub [ISBN: 1401826210]** • **Ian Noble 2003, *Picture Perfect*, Rotovision [ISBN: 2880467543]** • **Alan Male 2007, *Illustration: A Theoretical and Contextual Perspective*, AVA Publishing [ISBN: 2940373515]** • **Mark 'Wigan' Williams,Mark Wigan 2008, *Basics Illustration 03: Text and Image*, AVA Publishing [ISBN: 2940373507]** • **Michael D. Mattesi 2008, *Force*, Taylor & Francis [ISBN: 0240809939]** • **Michael D. Mattesi 2003, *Force*, Taylor & Francis [ISBN: 0240808452]** • **Lawrence Zeegen 2012, *The Fundamentals of Illustration Second Edition*, A&C Black [ISBN: 2940411484]**
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	