



**UNIVERSITI TEKNOLOGI MARA**

**GDI625: CONTEMPORARY ILLUSTRATION**

<b>Course Name (English)</b>	CONTEMPORARY ILLUSTRATION <b>APPROVED</b>	
<b>Course Code</b>	GDI625	
<b>MQF Credit</b>	3	
<b>Course Description</b>	The course is a subject of inter-relationship between studio activity, professional orientation and critical reflection. Student will develop practical skills, as well as skills of evaluation, interpretation and presentation through research and study. This subject is specifically designed to unfold throughout the pre-final year, reflecting theoretical, technical and professional issues appropriate to student's practice. The process of reflection, research and critical analysis is vital to this subject. It will help student to identify connections between concept, method, realization and mediation of their major project in contemporary illustration.	
<b>Transferable Skills</b>	Self-Directed Learning - Design Thinking and Visual Communication Strategies	
<b>Teaching Methodologies</b>	Lectures, Studio, Demonstrations, Field Trip, Case Study, Tutorial, Discussion, Presentation, Self-directed Learning, Supervision, Project-based Learning	
<b>CLO</b>	<p>CLO1 Understand and utilize the basic principle of contemporary illustration style and techniques and incorporate their study of illustrative styles to reflect effective communicative visuals.</p> <p>CLO2 Explore conceptual illustrations by promoting new project ideas related to contemporary illustration that emphasis on choices of character generation, illustration of children's book, fiction and technical books that interpret their self-personal style.</p> <p>CLO3 Develop automatically in skills, concept and processes that support higher imaginative thinking in artistic illustration project and ability to produce a well compose contemporary illustration for exhibit.</p>	
<b>Pre-Requisite Courses</b>	No course recommendations	
<b>Reading List</b>	<b>Recommended Text</b>	<ul style="list-style-type: none"> <li>• Heller, Steven and Marshall Arisman 2004, <i>Inside the Business of Illustration</i>, 1st Ed., Allworth Press</li> <li>• Heller, Steven and Marshall Arisman 2000, <i>The Education of an Illustrator</i>, 1st Ed., Allworth Press</li> <li>• , <i>The Fundamentals of Illustration</i>, AVA Academia, 2005 2005, <i>The Fundamentals of Illustration</i>, 1st Ed., AVA Academia</li> </ul>
<b>Article/Paper List</b>	<b>Recommended Article/Paper Resources</b>	<ul style="list-style-type: none"> <li>• Visocky O` Grady, Ken and Jenn 2008, How Book, <i>The Information Design Handbook</i>, vol.1</li> </ul>
<b>Other References</b>	This Course does not have any other resources	