ART 4615-001 GRAPHIC ILLUSTRATION
Fall 2016 / 3 Credits / Department of Art & Art History
Wednesdays: 9:40 a.m.–1:45 p.m., Art Bldg., Rm. 365

Instructor:
David Habben – habbenink@gmail.com

COURSE DESCRIPTION
An exploration of methods, processes and fundamental technical skills integral to the creation of illustration for visual communications. Students will gain an understanding of the use of narrative illustration as an editorial or commercial element within design communications.

PREREQUISITES
Successful completion (C- min) of all 3000 level Design classes:
Art 3600, 3610, 3620, 3630, 3640, 3650, 3680.

RECOMMENDED TEXTS
Several books and articles will be discussed in class. Students will be given examples of helpful texts in their studies, but not required to purchase any specific book. Reading of the material provided and involvement in class discussion is required.

COURSE OBJECTIVES
Students will be able to identify the specific needs of a given illustration assignment and apply their understanding of technique and visualization as fits within their growing skill set. Emphasis will be made on the student learning to express personal style to their work while executing said style with professional craftsmanship and competency. Additionally, students will learn to identify how to integrate illustration in their design practice.

TEACHING AND LEARNING METHODS
The following methods will be used in class: lecture, discussions, experiential learning, problem-based learning, studio time, presentations, screenings, critiques, and guest speaker.

COURSE FEE EXPLANATION
Fees for this course will be used to pay for materials and services essential to the student’s successful completion of the course. This may include: additional materials and supplies; fees paid to service providers; honoraria for invited lecturers; costs associated with any field trips or other events required by the instructor. All fees are included in your tuition.
OFFICE HOURS
Instructor will be available in Rm. 364 on Mondays from 9-11.
To schedule a meeting, please email me at u0723368@utah.edu

SCHEDULE OF TOPICS, ASSIGNMENTS, & DUE DATES
Details for each assignment will be given in class and are subject to change throughout the semester. Be sure to attend each class, in order to fully understand each project.

Each assignment will be graded using a 10 point system. The division of these points will be outlined in class for each assignment, however all assignments will be awarded points based on craftsmanship, preparation (sketchbook), and presentation. You will also be given one point each week for your “Illustrator Inspiration” assignment and 30pts overall for in-class participation.

August
24: Introduction of students and instructor
   Illustration history and current use overview
   Materials and Syllabus review
   Assignment: **Illustrator Inspiration Research (Pinterest Board)**
   Details in class.

31: Introduction to Sketchbook Exploration/Illustration Inspiration
   Introduction and demonstration: portraiture/caricature
   Assignment: **Iconic Portraiture**
   Student will create an original portrait/caricature of a classmate.
   Finished work to be no smaller 4x6” and no larger than 8x10”.
   Final drawing will be scanned at 300dpi be submitted in class on **September 7**.

September
7: Sketchbook Discussion/Illustration Inspiration
   **Critique of Iconic Portraiture**
   Introduction to Commercial Illustration
   Assignment: **Commercial Illustration**
   Students will be given 2 brands to choose from. They will then create a B/W apparel illustration based on their chosen brand.
   Final illustration will be 10x10” at 300dpi and submitted in class on **Sep. 21st**.
14: Sketchbook Discussion/Illustration Inspiration
   In-class conceptualization for commercial assignment. Guest Speaker

21: Sketchbook Discussion/Illustration Inspiration
   Critique of Commercial Illustration
   Introduction and demonstration: Editorial Illustration

28: Sketchbook Discussion/Illustration Inspiration
   In-class conceptualization for editorial assignment. Guest Speaker
   Assignment: Editorial illustration (full-color, traditional media)
   Students will be given 2 current news articles to choose from. They will
   then create on spot illustration based on their chosen article. Final
   illustration will be 5x5” at 300dpi. Due Oct. 5th.

October
5:  Sketchbook Discussion/Illustration Inspiration
   Critique of Editorial Illustration
   Introduction and demonstration: Informative Illustration
   In-class studio exploration (computer lab)

12: FALL BREAK (Go draw something!)

19: Sketchbook Discussion/Illustration Inspiration
   In-class conceptualization for Informative assignment. Guest Speaker
   Assignment: Informative Illustration
   Students will create a Halloween/Fall themed illustration

26: Sketchbook Discussion/Illustration Inspiration
   Critique of Informative Illustration
   Introduction to Entertainment Illustration
   In-class studio exploration (computer lab) and “Illustrator Inspiration”

November
2: Sketchbook Discussion/Illustration Inspiration
In-class conceptualization for entertainment illustration. **Guest Speaker**

**Assignment:** **Entertainment Illustration (Concert Poster)**
Students will create an illustration for use on a concert flier/poster for an imaginary band of their own creation. Final artwork will be no smaller than 8x10. **Due Nov. 9th.**

9: Sketchbook Discussion/Illustration Inspiration

**Critique of Entertainment Illustration**
Introduction and demonstration: Sequential Illustration
In-class studio exploration, discussion and “Illustrator Inspiration”

16: Sketchbook Discussion/Illustration Inspiration
In-class conceptualization for sequential assignment

**Assignment:** **Sequential Illustration (full-color, artist choice of media)**
Student will create one full-page illustration based on one of two options provided by the instructor. Final art will be 8x10 at 300dpi. **Due Nov. 23th.**

23: Sketchbook Discussion/Illustration Inspiration

**Critique of Sequential Illustration**
Introduction and demonstration: Narrative Illustration
In-class studio exploration, discussion

30: Sketchbook Discussion/Illustration Inspiration
In-class conceptualization for narrative assignment

**Assignment:** **Narrative Illustration (artist choice of media and color)**
Student will create one page of narrative illustration, no smaller than 8x10”. Students will be provided with a current news story and develop their own method of representing the event depicted. Media used will also be the choice of the student, but final version must be turned in digitally at no less than 300dpi. **Due December 7th.**

**December**

7: Sketchbook Discussion/Illustration Inspiration

**Critique of Narrative Illustration**
*This will be the final class. No final exam will be given.*
*All assignments will receive in-class time for preparatory work and instructor assistance. Instructor will also provide additional help and critique throughout the week as sought out, via email or in studio time. Any difficulties in completing the assignments on-time should be made known to the instructor as soon as possible.

TEACHING AND LEARNING METHODS
Class time is devoted to lecture, discussion, critique, demonstration, conferences between student and instructor, and studio/computer lab work. Attendance and use of class time is essential. This is a studio class; always bring the appropriate tools to work on projects during class time. Discussions and lectures listed on semester calendar supplement the information provided on assignment sheets. Participation in discussions and note-taking during lectures are critical for success in the class.

MATERIALS
Students will be expected to make full use of the computer lab and digital imaging software for all assignments, including those created using traditional media. All assignments will require a digital version to be turned in on the due date. This process will be explained.

All students must register for a server space by logging on to http://helpdesk.finearts.utah.edu/.

Your course fees will be used to buy the minimum additional materials required for this class. The student is welcome, and encouraged, to use additional materials for their assignments, however, they should not feel the need to purchase more than what their fees will already provide. This will be discussed further in class.

EVALUATION METHODS / GRADES
Grades will be given on the basis of good design, that is, the integration of design concept and technique or craft. Grades will also be influenced by professionalism, attendance and participation, individually and in-group critiques. Students are getting graded throughout every step of the design process. Therefore, a large portion of the cumulative grade reflects the student’s commitment to the process. Students will be graded on exploration and process, presentation and craftsmanship and the final solution. A letter grade will be calculated at the end of the semester. This is a studio lab class. In a studio lab class it is expected that a minimum of 4 hours are spent during each class and a minimum of 4 hours of work outside of class per week for each credit hour awarded. Work not completed by the due date will receive a grade and then be marked down a full letter grade. For example: a
project receiving an “A” grade will be recorded as a “B”. Quizzes that are not completed by the due date (the beginning of class) will receive no credit.

GRADE DESCRIPTIONS
Plus or minus is added to the grade when submitted work falls slightly below or above the letter grade criteria listed.

A Excellent work that meets the highest standards of the class; superior comprehension and integration of course materials; outstanding commitment to class objectives. “A” work exhibits creativity and insight.

B Quality and quantity of work is good; demonstrates improvement over the duration of the course; solid comprehension of course material and commitment to course objectives. “B” work meets all course requirements, but shows a lack of initiative and/or effort.

C Unsatisfactory work that meets the minimum requirements, but may exhibit a lack of initiative, commitment, or significant improvement; comprehension of basic concepts material is satisfactory, with further integration or exploitation encouraged. “C-” is considered the minimum grade for passing this class.

D Work that fails to meet the course requirements; initiative and commitment are seriously lacking. Comprehension of course material and competencies is below average and needs considerable improvement. “D” is not a passing grade for this class.

E Quality and quantity of work is unacceptable. Course requirements and competencies have not been met.

INCOMPLETE
“The mark I (incomplete) shall be given and reported for work incomplete because of circumstances beyond the student's control (such as illness or enforced absence). The grade of I should be used only for a student who is passing the course and who needs to complete 20% or less of the course.”–University of Utah PPM, III. Policy 6-100-3-G2. Students receiving an I should be able to complete the coursework for the class without needing to attend any additional classes.

MINIMUM GRADE REQUIREMENT FOR CONTINUATION IN THE DESIGN PROGRAM AND GRADUATION
Keep in mind that all Art and Art History courses must be passed with a C- or better to
graduate. In the design program, if a student receives a grade lower than a C- they will need to repeat the course prior to graduation. Receiving less than a C- in any design course will require the student to wait until the next time the course is offered to continue on with the rest of their design courses. If not successful in achieving a C- or higher in this second attempt, the student will be dismissed from the program.

ATTENDANCE
Regular attendance is a requirement of this course. Consistent and prompt attendance develops responsible, professional behavior and insures that students have access to the full range of experiences and information necessary to complete class assignments and acquire the skills and knowledge emphasized in a university education.

Graphic Design Program Attendance Policy (3 credits):

ABSENCES:
-Activities such as doctor appointments, advisor conferences, trips to supply stores and labs, and employment, should not be scheduled in conflict with class time.

-Up to 2 absences allowed for unforeseen events associated with illnesses or emergencies.

-Each subsequent absence will result in an automatic 1/3 grade reduction. For example: if your final grade in the course is a B, a third absence will lower your grade to a B-. A fourth absence will lower it to a C+, and so on.

-Six absences will automatically reduce your course grade to a C- (or lower, depending on earned grade) and you will be required to retake the course before moving forward in the Graphic Design program.

-Students involved in excused university-related activities must provide written documentation from the appropriate advisor.

-Regardless of the reasons for any absences, students are expected to complete all coursework on time and meet all deadlines.

-Prolonged illness must be verified by a physician and may require the student to withdraw from class if the student cannot complete work in a comprehensive and timely manner (see "Incomplete" under Grade Descriptions.)
LATES:
-Punctuality is expected and attendance is required until the end of each class period.

-Students who arrive past the class start time, or leave before the end time (unless dismissed early by the instructor) will be marked “late”.

-2 “lates” will be counted as 1 absence when calculating a student’s course grade.

-Arriving 15 minutes or more past the start time, or leaving 15 minutes or more prior to the end time will be counted as an absence.

ADA STATEMENT
The University of Utah seeks to provide equal access to its programs, services and activities for people with disabilities. If you will need accommodations in the class, reasonable prior notice needs to be given to the Center for Disability Services, 162 Union Bldg, 581-5020 (V/TDD). CDS will work with you and the instructor to make arrangements for accommodations. All written information in the course can be made available in alternative format with prior notification to the Center for Disability Services.

ACCOMMODATIONS POLICY
Students are expected to take courses that will challenge them intellectually and personally. Students must understand and be able to articulate the ideas and theories that are important to the discourse within and among academic disciplines. Personal disagreement with these ideas and theories or their implications is not sufficient grounds for requesting an accommodation. Accommodations requested on such grounds will not be granted. The University recognizes that students’ sincerely-held core beliefs may make it difficult for students to fulfill some requirements of some courses or majors. The University assumes no obligation to ensure that all students are able to complete any major. It is the student’s obligation to determine, before the last day to drop courses without penalty, when course requirements conflict with the student’s sincerely-held core beliefs. If there is such a conflict, the student should consider dropping the class. A student who finds this solution impracticable may request a content accommodation from the instructor. Though the University provides, through this policy, a process by which a student may make such a request, the policy does not oblige the instructor to grant the request, except in those cases when a denial would be arbitrary and capricious or illegal. This request must be made to the instructor in writing, and the student must deliver a copy of the request to the office of the
department Chair or, in the case of a single-department college, to the office of the Dean. The student's request must articulate the burden the requirement would place on the student's beliefs.

FACULTY & STUDENT RESPONSIBILITIES
All students are expected to maintain professional behavior in the classroom setting, according to the Student Code (Policy 6-400), spelled out in the Student Handbook. Students have specific rights in the classroom as detailed in Article III of the Code. The Code also specifies proscribed conduct (Article XI) that involves cheating on tests, plagiarism, and/or collusion, as well as fraud, theft, etc. Students should read the Code carefully and know they are responsible for the content. According to Faculty Rules and Regulations (Policy 6-316), it is the faculty responsibility to enforce responsible classroom behaviors, beginning with verbal warnings and progressing to dismissal from class and a failing grade. Students have the right to appeal such action to the Student Behavior Committee.

"Faculty...must strive in the classroom to maintain a climate conducive to thinking and learning." (6-316)

Defining Plagiarism
Plagiarism means the intentional unacknowledged use or incorporation of any other person's work in, or as a basis for, one's own work offered for academic consideration or credit or for public presentation. Plagiarism includes, but is not limited to, representing as one's own, without attribution, any other individual's words, phrasing, ideas, sequence of ideas, information or any other mode or content of expression. (Policy 6-400, Student Code)

NON-CONTRACT STATEMENT
This syllabus is meant to serve as an outline and guide for the course. Please note that the instructor may modify it at any time with reasonable notice to students. The instructor may also modify the Schedule at any time to accommodate the needs of the class. Should you have any questions or concerns about the syllabus, it is your responsibility to contact the instructor for clarification.

UNIVERSITY DATES
Last day to add or drop (delete) classes: Friday, September 2
Last day to withdraw from term length classes: Friday, October 21

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