

NIRMA UNIVERSITY
COMMUNICATION DESIGN PROGRAM
Bachelor of Design, Department of Design
Year II, Semester IV

L	T	P	C
		4.5	3

Course Code	DSK222
Course Title	Illustration Design II

Course Learning Outcomes (CLO)

At the end of the course the students will:

1. Be skilled in a variety of digital illustration and rendering techniques.
2. Develop knowledge and skills to use illustration as means of communicating idea and concepts
3. Be able to use the acquired skill in their visual communication projects

Syllabus:

Teaching hours: 67.5 hours

Digital Illustration course will provide an overview to wide variety of digital illustration techniques. Students will learn the basics of digital illustration and explore different techniques including digital painting, drawing, rendering using Wacom/other digital illustration devices as well as through analog methods

Unit 1 Introduction to methods and mediums of illustration Teaching hours: 25.5 hours

1.1 Create illustrations based on a specific brief from conceptualization to visualization with different media, for eg. Watercolour, Mixed media etc.

Unit 2 Understanding hardware and software for digital illustration

Teaching hours: 21 hours

- 1.1 Comprehension and application of the tools of bitmap and vector
- 1.2 Application of brushes, pencils and pens in digital frames

Unit 3 Converting of analog illustration into digital graphics Teaching hours: 21 hours

3.1 Vector and Raster images

Suggested Readings:

1. Digital Storytelling: A Creator's Guide to Interactive Entertainment
2. Andrew Loomis- Creative Illustration
3. The fundamentals of Illustration
4. *Anatomy and Drawing - Victor Perard*
5. *Illustration: A Theoretical and Contextual Perspective* by Alan Male

w.e.f. Academic year _2018 and onwards

Key: L= Lecture, T= Tutorial, P= Practical, C= Credit