FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	Digital Illustration
COURSE NAME	Diploma in Graphic Design
COURSE CODE	DGP 1013
CREDIT HOUR	3
SYNOPSIS	This course aims to provide students with the opportunity to develop a creative individual approach to illustration with a contemporary visual language and a firm grasp of business acumen for a head start in the competitive media industries. Students will primarily be concerned with image making as a means of expression and communication, whilst challenging the prescribed conventions of illustration by appreciating and adapting traditional skills and embracing new technologies.
COURSE STRUCTURE	
CHAPTER	TOPICS
1	**Creativity/Design** 1.1 Creative process. 1.2 Design process. 1.3 Problem solving. 1.4 Research. 1.5 Idea generation. 1.6 Media selection. 1.7 Visual communication. 1.8 Typography. 1.9 Colour. 1.10 Photos.

2	Elements of Art	
	2.1 Line.	
	2.2 Form.	
	2.3 Shape/Volume.	
	2.4 Value.	
	2.5 Texture.	
	2.6 Colour.	
	2.7 Illusion of space.	
	2.8 Illusion of motion.	
	2.9 Pattern.	
	2.10 Tone.	
3	Art and Design Principles.	
	3.1 Unity.	
	3.2 Emphasis/Focal point.	
	3.3 Scale/Proportion.	
	3.4 Balance.	
	3.5 Rhythm.	
	3.6 Contrast.	
	3.7 Repetition.	
	3.8 Similarity.	
	3.9 Harmony.	
	3.10 Proximity.	
	3.11 Symmetry/Asymmetry.	
4	Art Topics	
	4.1 Contour drawing.	
	4.2 Perspective.	
	4.3 Cartooning.	
	4.4 Portraiture.	

		4.5 Landscape.
		4.6 Still life.
		4.7 Figure drawing.
		4.8 Illustration.
		4.9 Terminology.
		4.10 History.
		4.11 Abstract/Realism.
5		**Art Mediums**
		5.1 Painting (Oil, Acrylic, Watercolour, Pastel).
		5.2 Drawing (Pencil, Coloured Pencil, Pen and Ink).
		5.3 Charcoal, Chalk.
		5.4 Airbrush.
		5.5 Mixed media.
		5.6 Printmaking.
		5.7 Sculpture.
		5.8 Substrates (Paper, Fabric, Board).
6		**Art Techniques**
		6.1 Line drawing.
		6.2 Crosshatch.
		6.3 Stipple.
		6.4 Shading.
		6.5 Palette knife.
		6.6 Wet-in-wet.
		6.7 Wash.
		6.8 Dry brush.
		6.9 Under painting.
		6.10 Glazing.
		6.11 Blending.

	6.12 Erasing/Lifting.
	6.13 Layering.
	6.14 Masking.
7	**Digital Art Creation Vector Based**
	7.1 Introduction and overview.
	7.2 Application environment.
	7.3 Tools, palettes, menus.
	7.4 Grids and guides.
	7.5 Viewing modes.
	7.6 Creating basic shapes.
	7.7 Creating paths.
	7.8 Creating and editing type.
	7.9 Painting objects.
	7.10 Moving and altering.
	7.11 Objects.
	7.12 Using layers.
	7.13 Artistic effects.
	7.14 Using gradients.
	7.15 Transformation tools.
	7.16 Working with images.
	7.17 Colour separation and printing.
8	**Digital Art Creation Bitmap-Based**
	8.1 Introduction and overview.
	8.2 Application environment.
	8.3 Tools, palettes, menus.
	8.4 Basic selection methods.
	8.5 Images: Size, resolution, colour.
	8.6 Modes.
	8.7 Working with type.

	8.8 Working with layers.	
	8.9 Blending modes.	
	8.10 Channels and masks.	
	8.11 Working with paths.	
	8.12 Using filters.	
	8.13 Adjusting colour.	
	8.14 Blending modes.	
	8.15 Image retouching.	
	8.16 Transformation tools.	
	8.17 Colour separation and printing.	
9	**Hardware and Software Review**	
	9.1 Computers, drawing tablet.	
	9.2 Scanners.	
	9.3 Printers.	
	9.4 Storage devices.	
	9.5 Digital cameras.	
	9.6 Proper use.	
	9.7 Terminology.	
	9.8 Troubleshooting.	
	9.9 Safety.	
	9.10 Recycling.	
References:	1. Wallace Jackson (2016), Digital Illustration Fundamentals, Lompoc California USA 2. Lawrence Zeegan, Caroline Roberts, (2014), Fify Years of illustration, Laurence King Publishing.	