

Illustration

Overview

The course covers the principles, the concept and the production of Illustrations in the fields of character design, environment design, elements and props design, etc.

It goes through the different applications of art in production as video motion graphics, games and animation.

Duration: 12 Classes

Course Outcomes

- Create and define your illustration style
- Learn character design and environment design for illustration
- Convert your sketches into Vector art
- Learn and create motion graphics illustration styles

Contents

Class 1

- Introduction to Illustration Art.
- Vector and Bitmap Differences.
- Visual shapes and composition

Class 2

- Inspirational Styles
- Designing with shapes
- Character

Class 3-4

- Color Theory
- Designing with light
- Painting Technique

Class 5

- Perspective
- Storytelling
- Background Design

Class 6

- Values
- Digital Greys
- Digital Colors

Class 7

- Vector Art
- Getting started in Illustrator

Class 8-10

- AI tools
- Pen Tool
- Shape Builder
- Brushes
- Color and Texture

Class 11

- Final Project
- Layer illustration Assets for Motion Graphics

Class 12

- Final Project Review
- Build your portfolio

Grading and Attendance Policy

- | | |
|-----------------------------------|-----|
| ▪ Class Exercises and Assignments | 50% |
| ▪ Final Project | 40% |
| ▪ Attendance | 10% |

- ✦ Every class absence is 5% reduction in the final Grade.
- ✦ Student missing more than 2 classes will be failing the course.