GVC305 – ILLUSTRATION PRACTICES

Course Title	**ILLUSTRATION PRACTICES**
Course Code	**GVC305**
Course Type	Required
Level	Bachelor
Year / Semester	3rd Year/ 5th Semester
Teacher's Name	Panayiotis Michael, Vicky Pericleous, Hourig Torossian

ECTS	6	Lectures / Studio / week	3	Laboratories / week	

Course Purpose	- Introduce the subject of Illustration practices from its historical beginnings to current methods of application within a wide range of commercial and literary contexts. - Provide extensive knowledge of illustration practices and techniques through the creative manipulation of text and image - Introduce analytical skills of visual interpretation and self-evaluation. - Develop understanding and insight into the multiple possibilities of the illustrated image and its purpose to communicate ideas.
Learning Outcomes	Upon successful completion of the course students should be able to: - Propose visual interpretations relating to forms of literature such as poetry, children's stories, non-narrative texts and other current topics within the media and popular culture. - Demonstrate visual communication skills achieved through critical research, sketchbook work and a creative use of storyboards. - Develop individual concepts based on research theory and practice. - Identify and develop proposals for specific audiences that the project addresses. - Conduct innovative projects, engage in group discussions, assessment and criticism.

	• Construct a coherent and creative final presentation.		
Prerequisites	CVC102	Corequisites	
Course Content	A comprehensive exploration of Illustration Practice and its diverse methods of application throughout the history of art and design.		
	Introduction to the works of pioneering illustrators in the fields of art, design, literature and fashion through visual presentations, discussions and criticism.		
	A study of historical, theoretical, and popular aspects of culture and their manifestation in the interplay of text and image.		
	Development of in-class exercises using a variety of recommended techniques: (mixed media, collage, linocut, stenciling, drawing/ painting), to enhance visual communication solutions in relation to the project brief.		
	Analysis of relevant subject matter, taking into consideration the specific audiences and age groups that the project can be designed for.		
	Exploring other means of interpreting illustration within alternative media such as installation, video and performance.		
	Development and focus on visual presentation during group crits and assessments with appropriate use of materials, layout rules and other presentation techniques and formats.		
Teaching Methodology	Extensive project briefings, lectures and visual presentations. Research and methodology, in- class exercises and practical workshops, individual tutorials, group discussions and presentation. Continuous evaluation, feedback and final assessments.		

Bibliography	**Bibliographical References:** - The Mythology Book: Big Ideas Simply Explained, 2018 by DK (Author). - William Blake: Dante's Divine Comedy, the Complete Drawings 2017 - Philip Guston & the Poets, 2017, by Kosme de Baranano (Author, Editor). - Artists Who Make Books, 2017, by Andrew Roth, Philip E. Aarons, Claire Lehmann (Editors). by Sebastian Schütze and Maria Antonietta Terzoli (Authors). - The Age of Collage Vol. 2: Contemporary Collage in Modern Art 2016 by Dennis Busch, Robert Klanten (Editors). - Reading Cy Twombly: Poetry in Paint, 2016 by Mary Jacobus (Author). - Goya: Drawings and Etchings, Kindle Edition, by Valene Tolman (Author and Publisher) 2015. - The Essential Cy Twombly, 2014 by Laszlo Glozer, Thierry Greub , Simon Schama, Kirk Varnedoe (Authors), Nicola Del Roscio (Editor), Cy Twombly (Artist) - The Age of Collage: Contemporary Collage in Modern Art, 2013, by D.Busch, R. Klanten (Editors). - Big book of Contemporary Illustration, 2009, by Martin Dawber (Author), Publisher: Batsford. - Cream 3 Contemporary art in Culture, Phaidon, 2003, Ed. Gilda Williams.
Assessment	Overall, the course is evaluated as follows: **Final Assessment 34%** - Design Intelligence 40%, - Research and Methodology 20%, - Experimentation and Analysis 20%, - Time management and Presentation 20% - **Course work 66%** Interim Critique 33%

	Final Critique 33% *Specific requirements for given projects and the assessment criteria are written down on project briefs that are handed out to students.* Students are continually assessed throughout the semester via a thorough monitoring of their working process and progress starting from the initial sketchbook stage, to the finalized body of work (concept and image development). The individual student's class participation, enthusiasm, creative process, technical ability and methodology are indicative factors of their level and are taken into account in the grading system. Students are evaluated throughout the semester in mid crits, project deadlines and other organized presentations where feedback and constructive debates take place. At the end of the semester students have a final end of term assessment.
Language	English