

Syllabus – Elective Course

Course title:

Techniques of illustration and colour studies

Credits:

6 ECTS credits

Teaching language:

English

Target students:

Undergraduate students from all study areas with an interest in art and design.

Teacher in charge of the course:

Sébastien HERBAUX, Anne Hérou, external teacher (Piktura, Université Catholique de Lille)

COURSE PRESENTATION

Prerequisite:

Students undertaking this course should normally have successfully completed at least one semester at university, or have equivalent experience. They must have some ability to work as a group and be able to communicate easily in English at a standard university level. In other respects, the course is intended to serve a mix of profiles and learning backgrounds for a more diverse international learning experience. Experience in drawing is an asset.

Content:

This course will provide students with an introduction to:

- Drawing anatomy
- Drawing for illustration: character design and concept
- Strip cutting and lines
- Colour studies and mock-up

Course sessions will include:

- Introduction to drawing/anatomy - Constructive anatomy
- Live model/movement capture: dynamic poses & expression
- Live model/movement break-down
- Live model/volume, shading, posing
- Character design and concept decor for Illustration: construction
- Character design: graphic development

- Character design: Coloring / Shading
- Strip cutting and lines
- Colours and shading
- Black and white shading
- Colour exercises for character design and concept
- Colour studies and wrap-up for drawing
- Mock-up with In-Design
- Wrap-up and evaluation

Learning Outcomes:

By the end of the course, the students should have successfully:

- Discovered a technical approach to drawing for illustration comics
- Understood narrative illustration
- Experimented and built their first "fanzine"
- Utilized "In-Design" Adobe

WORKLOAD

French contact hours = 60 minutes (in some countries/institutions, 1 contact hour = 45-50 minutes)

Form:	Number of hours	Comments
Face-to-face, in-class, on-site learning	33 hours	11 sessions of 3 hours
Academic Site Visits	6 hours	2 visits to companies Included in the course
Approximate personal work / homework	15 hours	
Student total workload	54 hours	

EDUCATIONAL METHODS

The course is built around workshops combining theory and practice. The "making-of" process for various animated shots will be on display. Students will be guided in the development of their work and will visit two animation studios.

RESOURCES

All course materials will be supplied in class. References may be made to the following resources:

- *THE NUMBER 73304-23-4153-6-96-8, Thomas Ott, l'association*
- *Draw to life, george B.Bridgman*
- *Morpho. Michel Lauricella.*
- CSP: <https://www.clipstudio.net/en/>

ASSESSMENT

Form	Number	Duration	Comments
Continuous assessment (20%)			Progress evaluation and exercises: <ul style="list-style-type: none"> • Drawings • Graphic production documents (sketches, model sheets, etc) • Final artwork • Art exercises
Final project (60%)	1		Illustration project reflecting all aspects of the course.
Others (student participation...) (20%)			Attendance, participation, and contribution to group discussion.

This syllabus is based on information available at the time of publication (January 2024). Changes may occur.

For updated information about course content, please contact us: lilleprograms@univ-catholille.fr