



# Course guide

## 804384 - DID - Drawing and Digital Illustration

Last modified: 12/07/2023

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.  
**Degree:** BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Compulsory subject).  
**Academic year:** 2023    **ECTS Credits:** 6.0    **Languages:** Catalan

### LECTURER

**Coordinating lecturer:** Blanch, Jafet

**Others:**

### TEACHING METHODOLOGY

The subject will base on teoretical knowdlegements with class exercises and video demos in shared screens by teacher followed by practical exercises in order to get software knowdlegements.

### LEARNING OBJECTIVES OF THE SUBJECT

- Create or adapt the style of illustration and the most suitable graphic style for the professional field of design, animation and digital art, as well as identify and differentiate the various graphic styles.
- Operate correctly with the concepts, procedures, techniques and technologies and computer programs to illustrate animation and digital art products.

### STUDY LOAD

| Type               | Hours | Percentage |
|--------------------|-------|------------|
| Hours medium group | 18,0  | 12.00      |
| Self study         | 90,0  | 60.00      |
| Guided activities  | 12,0  | 8.00       |
| Hours large group  | 30,0  | 20.00      |

**Total learning time:** 150 h

### CONTENTS

#### A. Basics

**Description:**

1. Introduction to light and form
2. Introduction to light and form 2
3. Basic perspective for illustration
4. Line and stroke techniques

**Full-or-part-time:** 37h 30m

Theory classes: 15h

Self study : 22h 30m



## B. Figure

### Description:

5. Introduction to the human body
6. Introduction to the portrait (Simplify)
7. Introduction to the portrait (Schemes)
8. Introduction to the portrait (Values)

**Full-or-part-time:** 37h 30m

Theory classes: 15h

Self study : 22h 30m

## C. Color and composition

### Description:

9. Introduction to color
10. References and collage
11. Introduction to composition and balance
12. How to explain different materials.
13. Creation of textures and details.
14. Illustration of fantastic characters

**Full-or-part-time:** 37h 30m

Theory classes: 15h

Self study : 22h 30m

## D. Final work

### Description:

15. Final work (Research of the idea and sketches).
16. Final work (Final sketch and line drawing).
17. Final work (Values).
18. Final work (Color).
19. Final work (presentation of the image in an interesting way for the portfolio).

**Full-or-part-time:** 37h 30m

Theory classes: 15h

Self study : 22h 30m



## GRADING SYSTEM

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Practices.

- . Practice part 1: 20% final grade worthing.
- . Practice part 2: 20% final grade worthing.

Final work

- . Final work of the subject: 35% final grade worthing.

Attitude: 10% final grade worthing.

Final exam.

- . 1 final exam 15% final grade worthing.

Reevaluation exam.

- . 1 reevaluation exam that will replace only the final and mid term exam grades. Attendance will be only in case of failing after the regular evaluation and will make a condition of maximum subject's grade of 5.

## EXAMINATION RULES.

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Exams are on-site and students will get all necessary tools in order to complete the required exercises.

## BIBLIOGRAPHY

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### Basic:

- Beyond Art Fundamentals: A Guide to Emotion, Mood, and Storytelling for Artists. 3DTotal, 2022.
- Master the art of speed painting: digital painting techniques. 3DTotal, 2016.
- Aleksander, N.; Tilbury, R. Beginner's guide to digital painting in Photoshop. 3DTotal, 2012.
- Beloeil, G. [et al.]. Art fundamentals: color, light, composition, anatomy, perspective and depth. 3DTotal, 2013.
- Digital art masters. Vol. 6. Digital art masters. Vol. 6, 2011.
- Digital painting techniques [Recurs electrònic] [on line]. Amsterdam ; Boston : Oxford : Elsevier ; Focal Press, 2009Available on: <https://www.sciencedirect-com.recursos.biblioteca.upc.edu/book/9780240521749/digital-painting-techniques>. ISBN 9780080961866.