804324 - IAC-A - Illustration and Conceptual Art

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2019
Degree: BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Teaching unit Compulsory)
ECTS credits: 6

Teaching languages: Catalan, Spanish

Coordinator: Borras Borrell, Elias

Opening hours
Timetable: Opened attention through online communication tools in subject's campus.

Teaching methodology
The subject will base on theoretical knowledgements with class exercises and video demos in shared screens by teacher followed by practical exercises in order to get software knowledgements. Many professionals will assist to make master classes for giving the student a wide view of the field followed by opened class workouts.

Learning objectives of the subject
Prove skills in sketches and drafts creation.
Prove hability to analise and understand shots in open spaces, installations and objetscs.
Being able to use the technologies and apply the right techniques using computer assisted design software.
Prove all necessary knowdleges and being able to apply concepts related to flat and three dimensional representation of objects and scenes.

Study load

<table>
<thead>
<tr>
<th>Total learning time: 150h</th>
<th>Hours large group: 24h</th>
<th>16.00%</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Hours medium group: 22h</td>
<td>14.67%</td>
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<tr>
<td></td>
<td>Hours small group: 0h</td>
<td>0.00%</td>
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<tr>
<td></td>
<td>Guided activities: 14h</td>
<td>9.33%</td>
</tr>
<tr>
<td></td>
<td>Self study: 90h</td>
<td>60.00%</td>
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</tbody>
</table>
# Content

<table>
<thead>
<tr>
<th>Digital illustration essentials</th>
<th>Learning time: 45h</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Theory classes: 9h</td>
</tr>
<tr>
<td></td>
<td>Guided activities: 9h</td>
</tr>
<tr>
<td></td>
<td>Self study: 27h</td>
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</tbody>
</table>

**Description:**
Basic knowledge about illustration theory, visual storytelling, light and volume definition techniques. Basic Photoshop use focused to digital illustration and graphic content creation.

**Related activities:**
P1 - Underpainting.
P2 - Real objects volume analysis.
P3 - Movie key frames analysis

<table>
<thead>
<tr>
<th>Digital painting</th>
<th>Learning time: 60h</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Theory classes: 12h</td>
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<tr>
<td></td>
<td>Guided activities: 12h</td>
</tr>
<tr>
<td></td>
<td>Self study: 36h</td>
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</tbody>
</table>

**Description:**
Practicar contents about all different issues a digital illustrator can face: volume definition, portrait and anatomy painting, quick sketching, speed painting, understand and make cartoon illustrations and urban environments painting.

**Related activities:**
P4 - Speed Painting
P5 - Eye painting
P6 - Speed Painting II
P7 - Portrait
P8 - Cartoon illustration
P9 - Urban environments
P10 - Armors

<table>
<thead>
<tr>
<th>Author's master classes</th>
<th>Learning time: 40h</th>
</tr>
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<tbody>
<tr>
<td></td>
<td>Theory classes: 10h</td>
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<tr>
<td></td>
<td>Guided activities: 6h</td>
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<tr>
<td></td>
<td>Self study: 24h</td>
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</tbody>
</table>

**Description:**
Authors' master classes to offer different points of view about professional life, bring new styles to students and teach about their own illustration techniques.
## Online book set up

### Learning time:
- Theory classes: 1h
- Guided activities: 1h
- Self study: 3h

### Description:
Online portfolio reference sites review and set up with graphic works done during the subject.

### Related activities:
- P1 - Underpainting
- P2 - Real objects volume analyse
- P3 - Movie key frames analyse
- P4 - Speed Painting
- P5 - Eye painting
- P6 - Speed Painting II
- P7 - Portrait
- P8 - Cartoon illustration
- P9 - Urban environments
- P10 - Armors
### Planning of activities

<table>
<thead>
<tr>
<th>Activity</th>
<th>Hours:</th>
<th>Self study:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Photoshop and basic knowdleges</strong></td>
<td>3h</td>
<td>3h</td>
</tr>
<tr>
<td><strong>Volume rendering</strong></td>
<td>6h</td>
<td>6h</td>
</tr>
<tr>
<td><strong>Movie key frames</strong></td>
<td>18h</td>
<td>18h</td>
</tr>
<tr>
<td><strong>Speed painting</strong></td>
<td>5h</td>
<td>5h</td>
</tr>
</tbody>
</table>

#### Description:
- *Photoshop and basic knowdleges*
  - Underpainting technique knowledge

#### Support materials:
- Graphic material, web addresses and class paperwork.

#### Descriptions of the assignments due and their relation to the assessment:
- Digital delivery through subject's online campus.

#### Specific objectives:
- Brush customization and use and working on the basic contents of digital illustration through Photoshop tool.

- *Volume rendering*
  - Volume analyse to learn differences through different materials rendering.

- *Movie key frames*
  - Digital illustration of movie keyframes.

- *Speed painting*
  - Understanding visual communication rules, color storytelling and volumes through the visual field. Getting skills on Photoshop in digital illustration field.
### Description:
Create conceptual illustrations using all digital painting skills.

### Support materials:
Graphic material, web addresses and class paperwork.

### Descriptions of the assignments due and their relation to the assessment:
Digital delivery through subject's online campus.

### Specific objectives:
- Being fluent in photoshop digital painting and getting criteria in order to compose volumes and color in visual communication through concept art.

### Eyes painting

<table>
<thead>
<tr>
<th>Hours</th>
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</table>
| **2h** | Self study: **2h**

**Description:**
Realistic eye painting is key in digital art, for both classical paintings such as portraits as in personality expressions of characters designed for cinema, videogames and animation fields.

**Support materials:**
Graphic material, web addresses and class paperwork.

**Descriptions of the assignments due and their relation to the assessment:**
Digital delivery through subject's online campus.

**Specific objectives:**
Getting skills on realistic eyes painting techniques and theory.

### Speed painting II

<table>
<thead>
<tr>
<th>Hours</th>
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| **5h** | Self study: **5h**

**Description:**
Concept environment with creatures art creation through digital illustration techniques.

**Support materials:**
Graphic material, web addresses and class paperwork.

**Descriptions of the assignments due and their relation to the assessment:**
Digital delivery through subject's online campus.

**Specific objectives:**
Getting skills on character digital painting, anatomy volumes and body expression storytelling in concept art.

### Portrait

<table>
<thead>
<tr>
<th>Hours</th>
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</table>
| **5h** | Theory classes: **5h**


Description:
Portrait is one of the most important fields in digital art, for both character creation as for real personalities or historical characters painting.

Support materials:
Graphic material, web addresses and class paperwork.

Descriptions of the assignments due and their relation to the assessment:
Digital delivery through subject's online campus.

Specific objectives:
Getting skills on portrait Photoshop painting. Facial anatomy understanding.

Cartoon painting

<table>
<thead>
<tr>
<th>Hours</th>
<th>Theory classes: 4h</th>
</tr>
</thead>
</table>

Description:
Defined line illustration techniques. Flat volumes and contemporary European and Japanese comic, comic-book and cartoon styles.

Support materials:
Graphic material, web addresses and class paperwork.

Descriptions of the assignments due and their relation to the assessment:
Digital delivery through subject's online campus.

Specific objectives:
Getting skills on digital painting techniques for line based illustration, simple volume rendering and understanding the right line and color balance.

Urban environments

<table>
<thead>
<tr>
<th>Hours</th>
<th>7h</th>
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<tbody>
<tr>
<td>Self study: 7h</td>
<td></td>
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</table>

Description:
Urban environment illustration.

Support materials:
Graphic material, web addresses and class paperwork.

Descriptions of the assignments due and their relation to the assessment:
Digital delivery through subject's online campus.

Specific objectives:
Getting skills on urban environments illustration, lines drawing, man-made lighting, rigid volumes and atmosphere storytelling.

Armour illustration

<table>
<thead>
<tr>
<th>Hours</th>
<th>6h</th>
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<tbody>
<tr>
<td>Self study: 6h</td>
<td></td>
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</tbody>
</table>
**Description:**
Armors are often in concept character creation for videogames, animation, comic and cinema. Understanding illustration techniques of hard edged volumes is key to complete a concept art piece or a classical or historical one.

**Support materials:**
Graphic material, web addresses and class paperwork.

**Descriptions of the assignments due and their relation to the assessment:**
Digital delivery through subject's online campus.

**Specific objectives:**
Getting skills on hard edged digital painting techniques.

<table>
<thead>
<tr>
<th>Knowledge use and analyse</th>
<th>Hours: 2h</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description:</strong></td>
<td></td>
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<tr>
<td>Theoretical analyse of any current os classic artist. Techniques study, target, application fields and storytelling habilities through light, color and illustration techniques.</td>
<td></td>
</tr>
<tr>
<td><strong>Descriptions of the assignments due and their relation to the assessment:</strong></td>
<td></td>
</tr>
<tr>
<td>Digital delivery through subject's online campus.</td>
<td></td>
</tr>
<tr>
<td><strong>Specific objectives:</strong></td>
<td></td>
</tr>
<tr>
<td>Digital delivery through subject's online campus.</td>
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</tbody>
</table>

**Qualification system**

Practices.
- Practice 1, 5% final grade worthing.
- Practice 2, 5% final grade worthing.
- Practice 3, 5% final grade worthing.
- Practice 4, 10% final grade worthing.
- Practice 5, 5% final grade worthing.
- Practice 6, 5% final grade worthing.
- Practice 7, 5% final grade worthing.
- Practice 8, 5% final grade worthing.
- Practice 9, 10% final grade worthing.
- Practice 10, 5% final grade worthing.
- Practice 11, theoretical homework to deliver before final exam.

Mid term exam.
- 1 mid term exam 15% final grade worthing.

Final exam.
- 1 final exam 25% 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.
Regulations for carrying out activities

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

Bibliography

Basic: