

## 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

### Teaching staff

Coordinator: Borrás Borrell, Elias

### Opening hours

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

### 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. 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 skecthes and drafts creation.  
 Prove hability to analyse and understand shots in open spaces, installations and objetcs.  
 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

Total learning time: 150h	Hours large group:	24h	16.00%
	Hours medium group:	22h	14.67%
	Hours small group:	0h	0.00%
	Guided activities:	14h	9.33%
	Self study:	90h	60.00%

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### Content

<p>Digital illustration essentials</p>	<p>Learning time: 45h Theory classes: 9h Guided activities: 9h Self study : 27h</p>
<p>Description: Basic knowledgements about illustration theory, visual storytelling, light and volume definition techniques. Basic photoshop use focused to digital illustration and graphic content creation.</p> <p>Related activities: P1 - Underpainting. P2 - Real objects volume analyse. P3 - Movie key frames analyse</p>	
<p>Digital painting</p>	<p>Learning time: 60h Theory classes: 12h Guided activities: 12h Self study : 36h</p>
<p>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.</p> <p>Related activities: P4 - Speed Painting P5 - Eye painting P6 - Speed Painting II P7 - Portrait P8 - Cartoon illustration P9 - Urban environments P10 - Armors</p>	
<p>Author's master classes</p>	<p>Learning time: 40h Theory classes: 10h Guided activities: 6h Self study : 24h</p>
<p>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.</p>	

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Oline book set up

Learning time: 5h

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

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### Planning of activities

Photoshop and basic knowldeges	Hours: 3h Self study: 3h
<p>Description: Underpainting technique knowldedge</p> <p>Support materials: Graphic material, web adresses and class paperwork.</p> <p>Descriptions of the assignments due and their relation to the assessment: Digital delivery through subject's online campus.</p> <p>Specific objectives: Brush customization and use and working on the basic contents of digital illustration through Photoshop tool.</p>	
Volume rendering	Hours: 6h Self study: 6h
<p>Description: Volume analyse to learn differences through different materials rendering.</p> <p>Support materials: Graphic material, web adresses and class paperwork.</p> <p>Descriptions of the assignments due and their relation to the assessment: Digital delivery through subject's online campus.</p> <p>Specific objectives: Getting skills on realystic illustration and solid objects rendering.</p>	
Movie key frames	Hours: 18h Self study: 18h
<p>Description: Digital illustration of movie keyframes.</p> <p>Support materials: Graphic material, web adresses and class paperwork.</p> <p>Descriptions of the assignments due and their relation to the assessment: Digital delivery through subject's online campus.</p> <p>Specific objectives: Understanding visual communication rules, color storytelling and volumes through the visual field. Getting skills on Photoshop in digital illustration field.</p>	
Speed painting	Hours: 5h Self study: 5h

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**Description:**

Create conceptual illustrations using all digital painting skills.

**Support materials:**

Graphic material, web adresses 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

Hours: 2h

Self study: 2h

**Description:**

Realystic eye painting is key in digital art, for both classical paintings such as portrais as in personality expressions of characters designed for cinema, videogames and animation fields.

**Support materials:**

Graphic material, web adresses 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 realystic eyes painting techniques and theory.

### Speed painting II

Hours: 5h

Self study: 5h

**Description:**

Concept environment with creatures art creation through digital illustration techniques.

**Support materials:**

Graphic material, web adresses 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

Hours: 5h

Theory classes: 5h

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**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 adresses 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

Hours: 4h

Theory classes: 4h

**Description:**

Defined line illustration techniques. Flat volumes and contemporary european and japanese comic, comic-book and cartoon styles.

**Support materials:**

Graphic material, web adresses 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 ballance.

### Urban environments

Hours: 7h

Self study: 7h

**Description:**

Urban environment illustration.

**Support materials:**

Graphic material, web adresses 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.

### Armor illustration

Hours: 6h

Self study: 6h

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### 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 adresses 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.

### Knowdlegement use and analyse

Hours: 2h

Self study: 2h

### Description:

Theoretical analyse of any current os classic artist. Techniques study, target, application fields and storytelling habilities through light, color and illustration techniques.

### Descriptions of the assignments due and their relation to the assessment:

Graphic material, web adresses and class paperwork.

### Specific objectives:

Digital delivery through subject's online campus.

## 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.

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### 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:

Digital painting techniques [on line]. Amsterdam: Boston: Oxford: Elsevier; Focal Press, 2009 [Consultation: 13/12/2018]. Available on: <<http://www.sciencedirect.com/science/book/9780240521749>>. ISBN 9780080961866.

Aleksander, N.; Tilbury, R. Beginner's guide to digital painting in Photoshop. 3DTotal, 2012. ISBN 9780955153075.

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Beyond art fundamentals. 3DTotal, 2016. ISBN 9781909414365.

Beginner's guide to digital painting in Photoshop: characters. 3DTotal, 2015. ISBN 9781909414143.

Master the art of speed painting: digital painting techniques. 3DTotal, 2016. ISBN 9781909414341.