Illustration Basics

Introduction

An introductory course, targeted specifically towards motion graphics students to provide them with drawing and simple vector illustrations

Course Pre-requisites

The course starts from scratch and doesn't need prior background

Course Duration: 9 classes, 3 hours per class

Course contents

Class 1 (Introduction)

- Drawing Overview
- Difference between vector and raster
- Drawing exercises

Class 2 (Basic Drawing Skills)

- Blocking and layout
- Perspective horizon line
- Colors
- Composition

Class 3 (Continue Drawing Skills)

- Sketching using tablet and Photoshop
- Analyzing Objects to basic shapes

<u>Class 4</u> (Vector Drawing in Illustrator 1)

- Workspace and Artboards
- Layers and Grouping
- Preparing workspace for drawing
- Basic drawing tools in Illustrator

<u>Class 5</u> (Vector Drawing in Illustrator 2)

- Pen tool tracing
- vbB

<u>Class 6-7</u> (Vector Drawing in Illustrator 3)

- Techniques in vector illustration
- Managing layer order and preparing work for animation

<u>Class 8</u> (Final Project sketching – Game scene)

<u>Class 9</u> (Final Project Finalizing)

Attendance Policy

- Students missing more than 2 classes will be failing the course.
- Students choose to attend whether in-class or online live for all course classes with 1 exception switch permitted

Grading Policy

- Grades are distributed as follows
    - *Assignment Exercises* 40%
    - Final Project 50%
    - Attendance 10%