

Course Title	Illustration Theory and Practice				
Course Code	EITT				
Course Type	Elective				
Level	Bachelor				
Year / Semester					
Teacher's Name	Antonios Papangelopoulos				
ECTS	6	Lectures / week	3	Laboratories / week	
Course Purpose and Objectives	<p>Basic Purpose: Learn to create artwork using the broadest range of media possible, from traditional painting, printmaking and typography, to digital illustration, 3D modelling and animation. Familiarize with a selection of demonstrated representation techniques, drawn from across the spectrum of applied and fine arts.</p> <p>Objectives:</p> <ul style="list-style-type: none"> -Exploring the fundamentals of visual communication -Implementing a personal unique visual language through personal idea development. -Becoming familiar with creative methodologies and acquiring the capacity to select the most suitable ones in relation to a specific design project. -Learn to evaluate outcomes. 				
Learning Outcomes	<ol style="list-style-type: none"> 1. Improving creative thinking regarding personal way of using materials, mediums, composition 2. Developing a broad understanding of typography, illustration and drawing techniques 3. Acquiring a basic understanding of digital software 4. Applying digital software skills to approach problems and exercises focused on representation 5 Acquiring a comprehensive overview of contemporary representation techniques and tendencies 				
Prerequisites	NONE	Required	None		

Course Content	<p>1. Introduction to a range of different media</p> <p>2. Basic approach of the fundamental skills of illustration including observational drawing, printmaking, animation and digital drawing and painting.</p> <p>3. Practical exercises using various media, in close connection to individual design interests and projects.</p>
Teaching Methodology	<p>Project briefings</p> <p>Visual Presentations</p> <p>Guest lecturers' presentations</p> <p>E-learning Presentations & Tutorials</p> <p>Studio based and other workshops</p> <p>Group critique</p>
Bibliography	<p>Gamble, Charles William. Modern illustration processes; an introductory textbook for all students of printing methods. 3d ed. London: Pitman 1950.</p> <p>Bland, David. A History of Book Illustration: The Illustrated Manuscript and the Printed Book. London: Faber, 1958; Berkeley: U. of California Press, 1974.</p> <p>Hodnett, Edward. Five Centuries of English Book Illustration. Aldershot: Scolar, 1988.</p> <p>Kauffman, Jordan. Drawing on Architecture: The Object of Lines, 1970-1990. Cambridge MA: The MIT Press, 2018.</p> <p>Krier, Léon. Drawing for Architecture. Cambridge MA: The MIT Press, 2009.</p> <p>Libeskind, Daniel. Edge of Order. London: Clarlson Potter, 2018.</p> <p>Léger, F., Functions of Painting. New York: The Viking Press:1973[1965].</p> <p>Lupton, Ellen. Thinking With Type. New York: Princeton Architectural Press, 2010.</p> <p>Müller-Brockmann, Josef. Grid Systems in Graphic Design. Salenstein: niggli Verlag, 2008.</p> <p>Ruder, Emil. Typography: A Textbook of Design. Salenstein: niggli Verlag, 2008.</p> <p>Tomas, Helen. Drawing Architecture: The Finest Architectural Drawings Through the Ages, London: Phaidon Press, 2018.</p>
Assessment	<p>Class Participation 20%</p> <p>Experimentation and Analysis 30%</p>



	Project production and formation 30% Time management and Presentation 20% Total: 100%
Language	English